SINCLAIR PC200 REVIEWED!

BEST SELLING SPECTRUM MAG!

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NOVEMBER 1988 No 80 HFL8.90

WOT! OTHER MAGS OFFERING NAFF PLAYABLE DEMOS ONLY? DON'T MAKE US LAUGH!



## OPERATION WOLF

REVIEW + DEMO + GIANT POSTER!

MEGATAPE 9!

IF NO TAPE IS ATTACHED HERE TELL YOUR NEWSAGENT IMMEDIATELY

PLAYABLE

WOLF DEMO!

DIGITIZED GRAPHICS

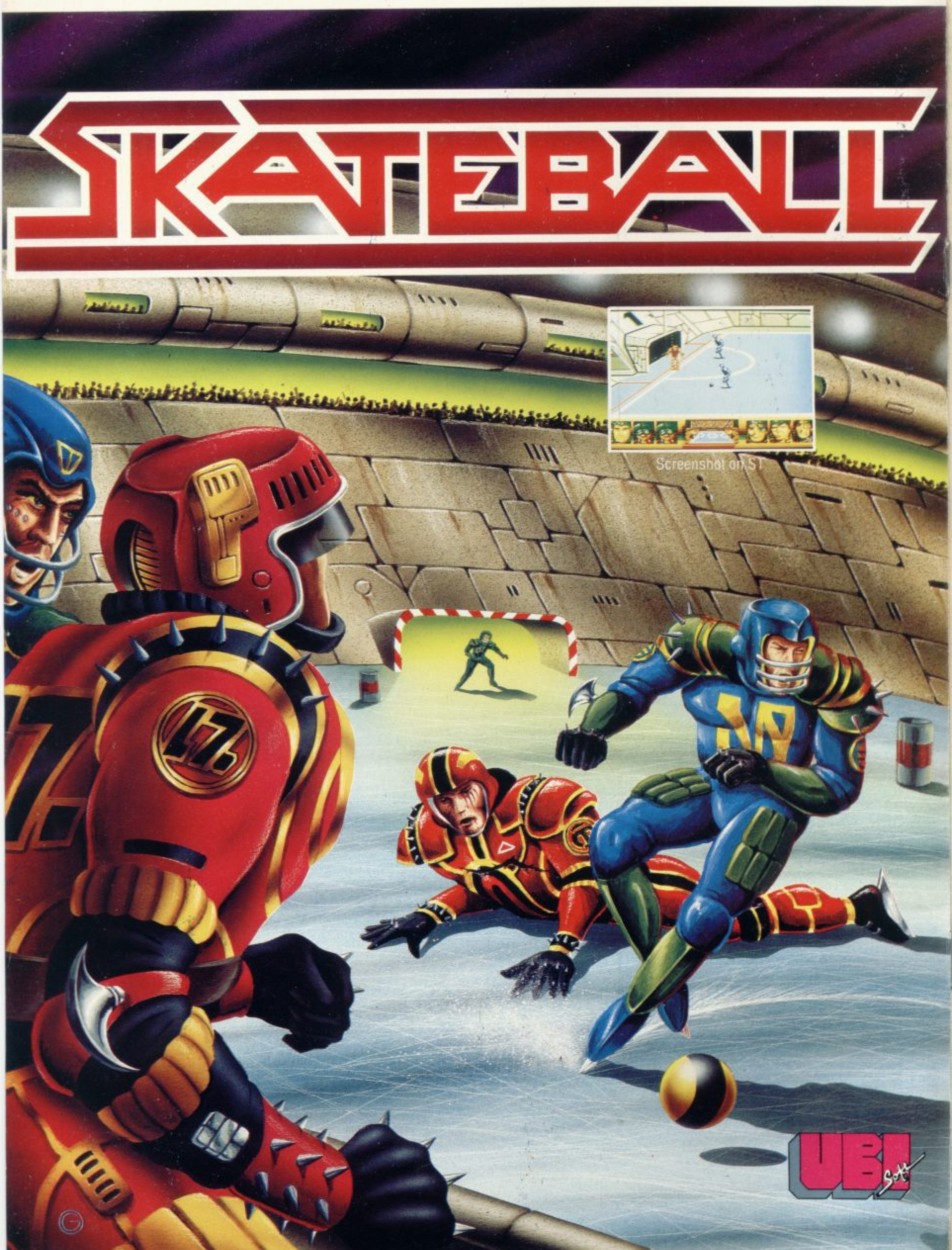


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SIDE B OPERATION WOLF – WE'VE GOT THE PLAYABLE DEMO!

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Screenshot on PC
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# CONTE

## SOFTWARE

### ARCADE



## PREVIEWS 91

Wow! Have we got some goodies for you! Do you want to know the latest on Afterburner? Want to hear about the conversion of the impossible – Carrier Command on the Spectrum? We've got the lot, loads of pics, all the major games.

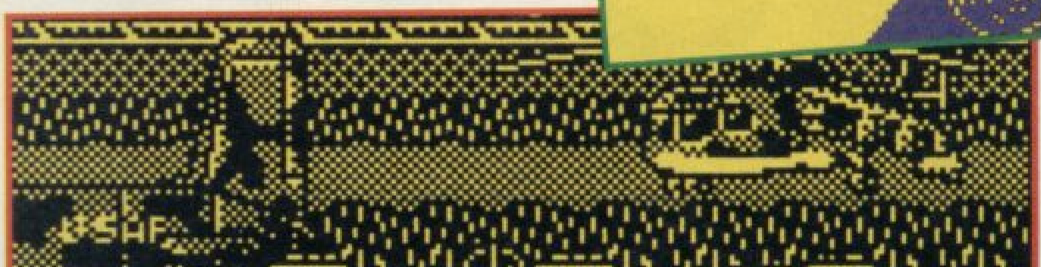


## OPERATION WOLF POSTER!

We were so pleased with the artwork for this month's coverwe thought you might like a giant version of it!

## RIDICULOUS QUIZ 46

Um er this is quite odd and a bit bizarre and er ...it's quite um ...something.



## WORST GAME GRAND FINAL 54

When we thought up the worst game competition we figured we'd get a few entries and it would be a laugh. Never did we think we'd get hundreds and hundreds of utterly dire games and an amazingly enthusiastic response! Anyway we've picked a winner (appearing on a future tape) and we might even run the thing again since we've still got a couple of hundred unopened parcels...

# ENTS

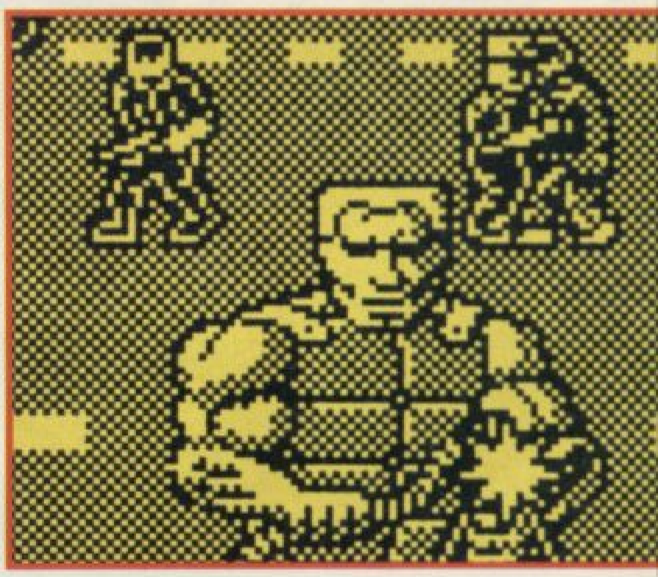




## OPERATION WOLF 26

Most important software release of the year? Could be. We've got the first review of this long awaited game and it's ...well just turn to page 26 right now and find out.

## THIS MONTH'S MEGATAPE 8



One of our rivals has just announced that it is to do a series of tapes with two dull playable demos on them – and you're supposed to pay extra for them! We're saying nothing. Except this: Megatape 9 has a playable demo of OPERATION WOLF for Christsakes! Beat that. AND its got a completely original game by SUPER HANG ON genius CHRIS WOOD. It's got three channel sound and digitized graphics – we think it's our best ever and, by now, we hope you'll believe us when we say it's fantastic! Turn to page 8 now!




## BLUEPRINT 86

Thunderblade – the hottest chopper game ever! The conversion looks a goodie. We've got the latest details and the hottest pictures – check it out now!

## SINCLAIR PC200 58

The long awaited new machine from Amstrad and it's a whole new ball game running non-Spectrum compatible software standard. We take a close look at the machine and give you our verdict!

## REGULARS

# FIVE FIST-FULLS OF

## ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a- side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

CBM 64/128 £9.99 cassette £14.99 disk
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As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!

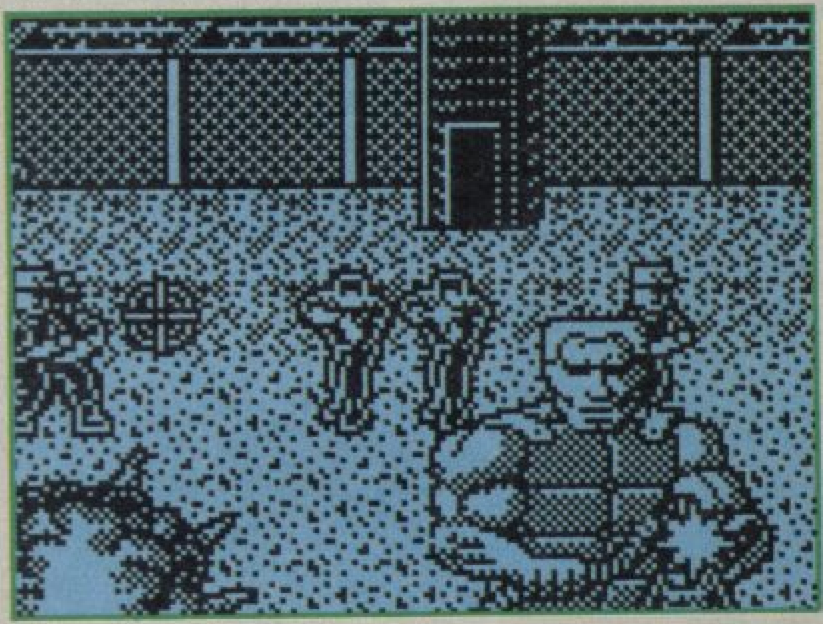


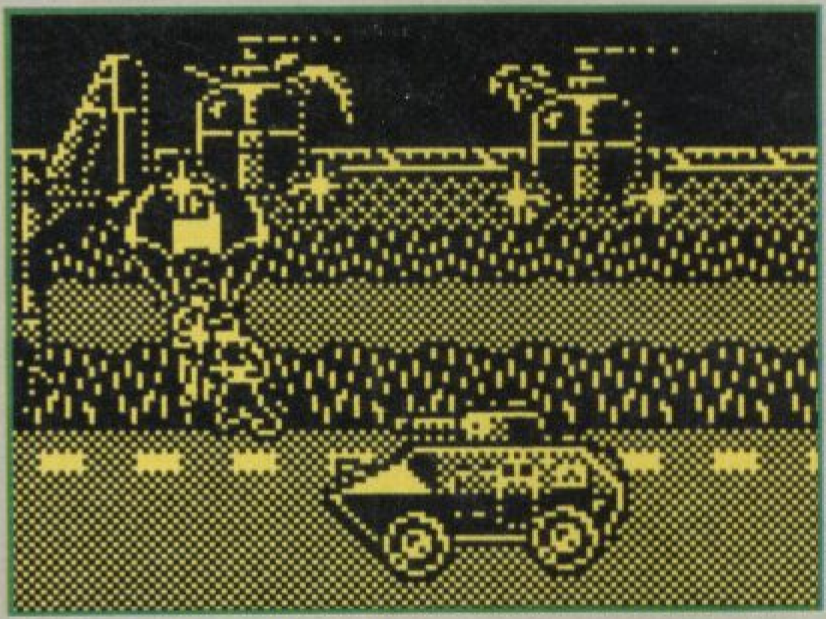

Screen shots from various formats.

Gremlin Graphics Software Ltd., Alpha House,

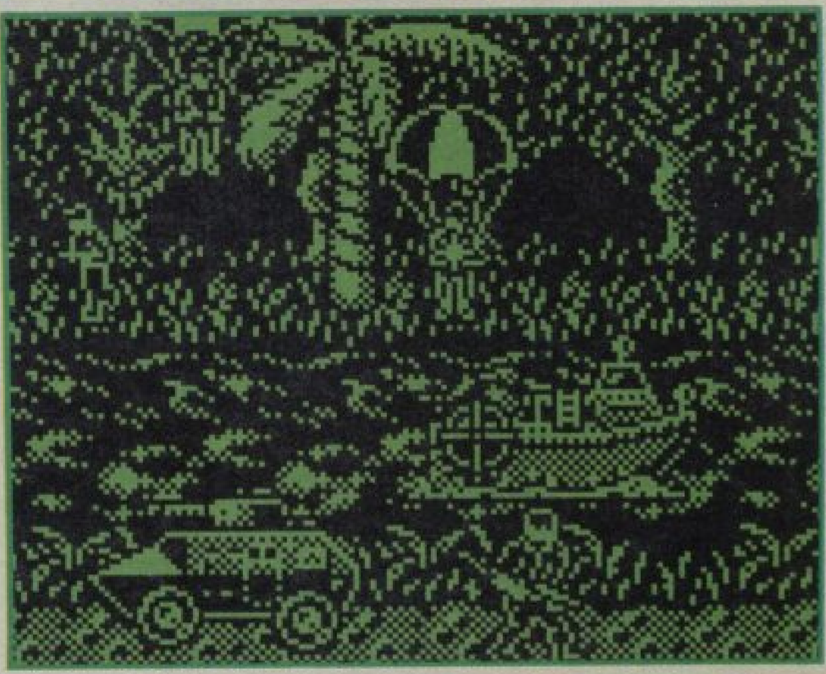

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# MEGA





## OPERATION WOLF



Operation Initiated... Rescue Hostages... Blam Blam akakakakaka Blam Death to the enemies of the State. Up the Arsenal etc.

Look we hardly need to tell you how bloody fantastic our demo of Operation Wolf is. Anyone with half a degree of sense will be able to tell that it fair poohs all over anything that anyone "else" might be trying to tempt you with. Still, trumpet blowing aside, here's the info.

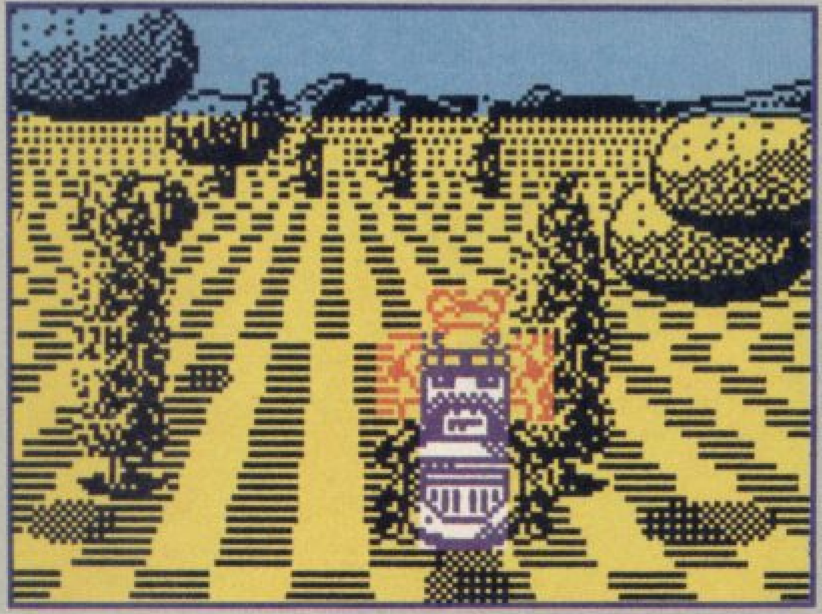
Waste those scumbags! You're a soldier of fortune on a lone mission deep behind enemy lines. You've got to rescue a bunch of hostages which are being held by the bad guys. The full version is reviewed on page 26, but for the moment you've got a cut-down version to play. Guide the cursor about the screen using either the joystick or keyboard (full instructions are in the prog). Line it up with an enemy soldier and blow him away. Use a machine gun on the troops and grenades on the armoured cars. It kind of speaks for itself, and we reckon that if you don't rush out and buy the game immediately after playing the demo, you must be a couple of sandwiches short of a picnic.

## THE NOT SO FANTASTIC POKES

Remember the man we call Singh who is completely unstoppably unstoppable? Well, the postal "kerfuffle" of recent weeks severed the vital links between our office in the huge metropolis and Ade who lives oop north. So, what we're trying to say is that there are buggerall pokes on the tape this month, for which we apologise profusely. Next month there'll be a whole crateful of the things which will more than make up for this month's shortage. Still, serves us right for getting all complacent, doesn't it.



# TAPE 9



## BEAR A GRUDGE!

It's incredible. It's awesome. It's here, and it's exclusive! Bear a Grudge, Chris Wood's programming masterpiece is here for your delectation.

The year is 1990. The Sinclair User staff have taken over the world! The circulation figures have rocketed and the mag is even outselling the Sun. Taylor the Merciless and Howard the Strict rule the land with a rod of iron, smoking big cigars and pouting relentlessly. Douglas and Jenkins, having some degree of moral fibre, have snuk off to Brazil.

The only hope for civilisation rests in the paws of Kamikaze Bear (pah) who feels a degree of bitterness over Taylor's lack of gratitude for his efforts. So he takes the only reasonable course, and sets about killing everything that moves.

You take the role of the bear, and must guide him on his space bike around the 3D screen, blowing away the deadly minions of the Taylor Empire (dragons, aliens, Dillon clones etc) with your rocket cannon. Dodge the trees, mind the rocks, but most importantly – keep shooting.

There's loads of sound effects for 48K owners and AMAZING 128K MUSIC AND SOUND for, er, 128K gamers.

There's a whole bunch of levels, getting tougher and tougher. You'll come up against different bad guys each time, and the action gets faster and faster. Some of the aliens need more than one hit before you can kill them, so a happy trigger finger is essential.

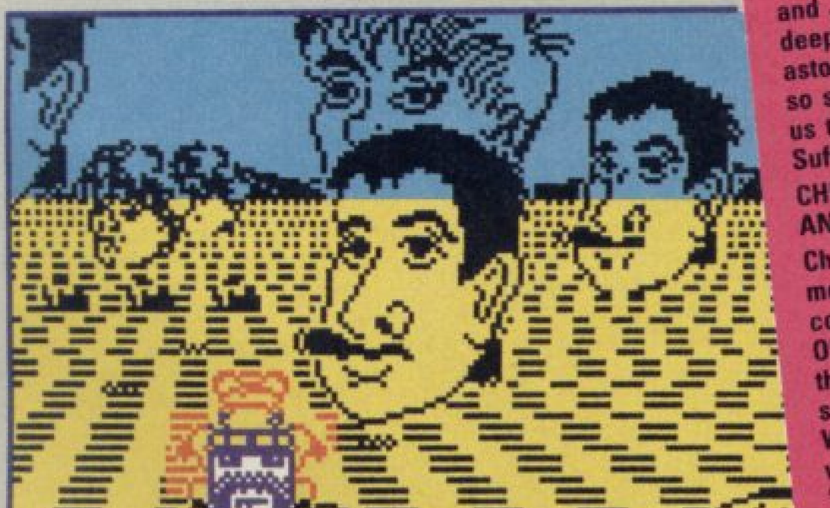
**Controls:**

All the usual control methods are supported; Kempston, Sinclair, etc, and you can use the keyboard, too.

Q – up
A – down
O – left
P – right
Space – fire
H – pause
A – abort
1 – toggles Music while PAUSED
0 – while loading gives 128K sound

So get out there and save the world!





### THE Awesome Programmers

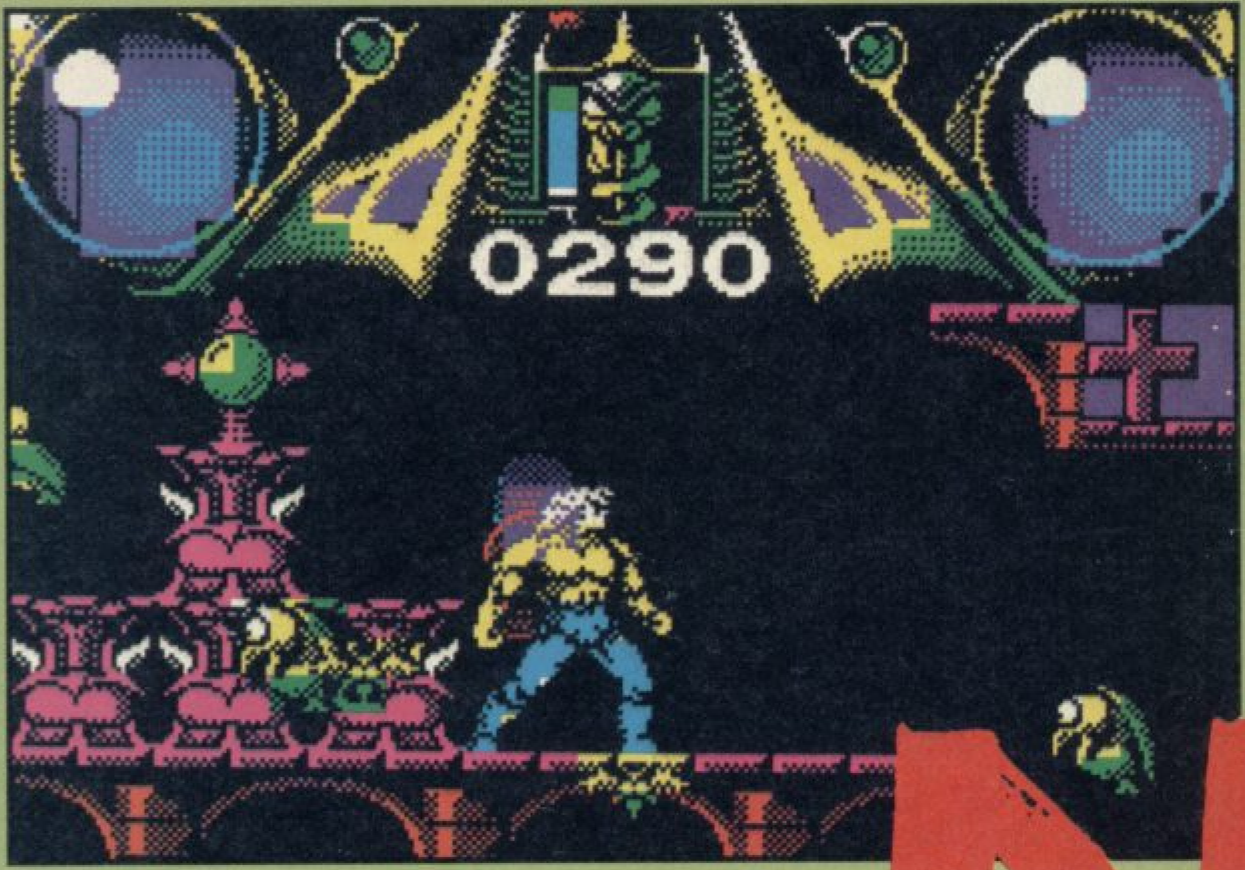
Bear a Grudge is the combined work of Chris Wood and J Dave Rogers. Both are deeply mysterious and astoundingly talented. Both are so secret they refused to allow us to print their picture here. Suffice to say they are well cool.

**CHRIS WOOD – PROGRAMMING AND GRAPHICS**

Chris Wood came to us with one modest aim. "To write the best cover game you've ever seen". Oh sure we said – what better than Hyper Active? We scoffed. "Just you wait" he said. We thought something was up when he started muttering about 'soundtrack' and "wouldn't it be funny if Tamara was an end of level alien" (we'd always suspected something like it anyway.) Chris' credentials include Super Hang On and a bunch of Amstrad conversions. He describes himself as 'the laziest programmer in the world' and can ride the unicycle and juggle at the same time. (He seemed to think this was significant). "Some people think I'm mad" he said. Madly. "Noooooo" we said. Chris is pretty scathing aobut most other programs but "wouldn't mind having written Savage." Is he a genius? Probably.

**J. DAVE ROGERS – MUSIC**

Created not only the astounding 128K soundtrack but also the 48K one, which is, in its way, even more astounding, since it sounds like it does the impossible, and continues whilst the game is playing. He also created the music for both Cybernoids and Zynaps. J. Dave uses a Korg guitar and a DW8000 synth to create soundtracks in his head – from his head they go straight to the AY chip. God we were impressed!




looks very menacing. As usual, he takes hundreds of shots before he finally explodes in a mess of colour that puts even the mightly **Exolon** to shame.

As with all the sections, the graphics go far beyond what I thought the Spectrum was capable of. True, there is colour clash, but not anything worth complaining about. Plus, this level features bouncy message-o-vision. Huge messages like 'get going', 'shoot' and 'nice one' fall from the top of the screen, bounce, and then disappear. Once you reach the end of the level, you are presented with a password with which you gain access to part 2 (which has to be loaded in separately).

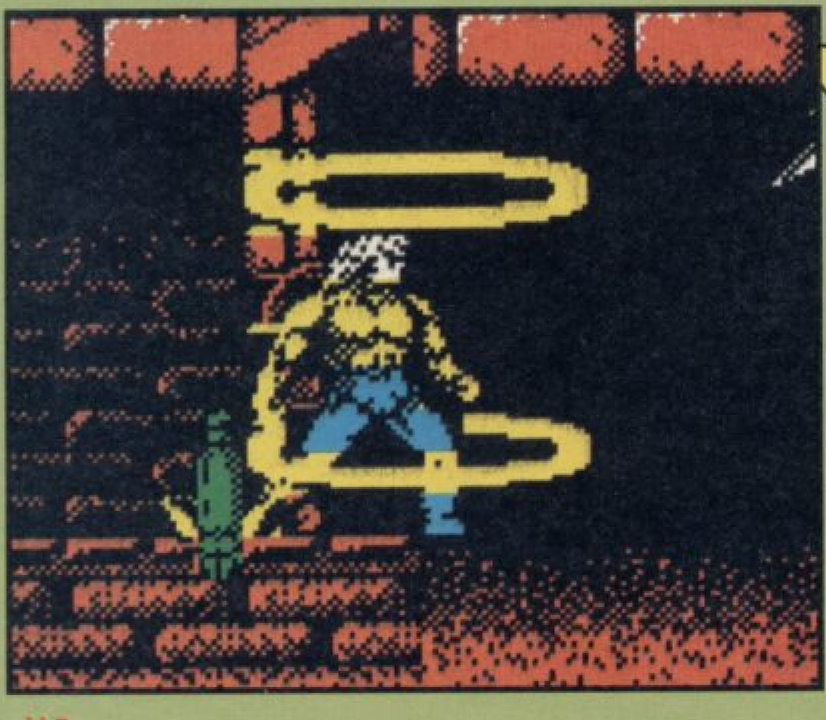





Wow! **Savage** is berriiiillliiiaaannnttt!! This is what Spectrum gaming is all about! Large, colourful, well animated graphics, incredibly addictive gameplay and incredible graphics. Yes, I know I've mentioned the graphics before, but just take a look at them! They're wicked! (Sound of body falling to the floor. (Tony, are you all right? – Worried GT)).

The basic idea behind the game is that Dirk, the hero, has to rescue his scantilly clad nympho girlfriend. To do this, he has to get through three sections of hair raising, fast moving, pure arcade action.

The first is a left to right (with a bit of down here and there) scroller featuring our hero in full battle pose. As he runs down the long colourful corridors, he gets attacked by oversized houseflies and spiders, which he destroys by throwing axe after axe, each hit commiting pesticide. Now I don't know if you've noticed the three odd things in that last sentence. 1) I don't know about you, but I have yet to meet someone who carries an infinite supply of axes. How does he carry them all, and where? 2) How many explosive axes have you seen? 3) It can't be the easiest pastime in the world, killing flies with axes. Still, that's nitpicking.

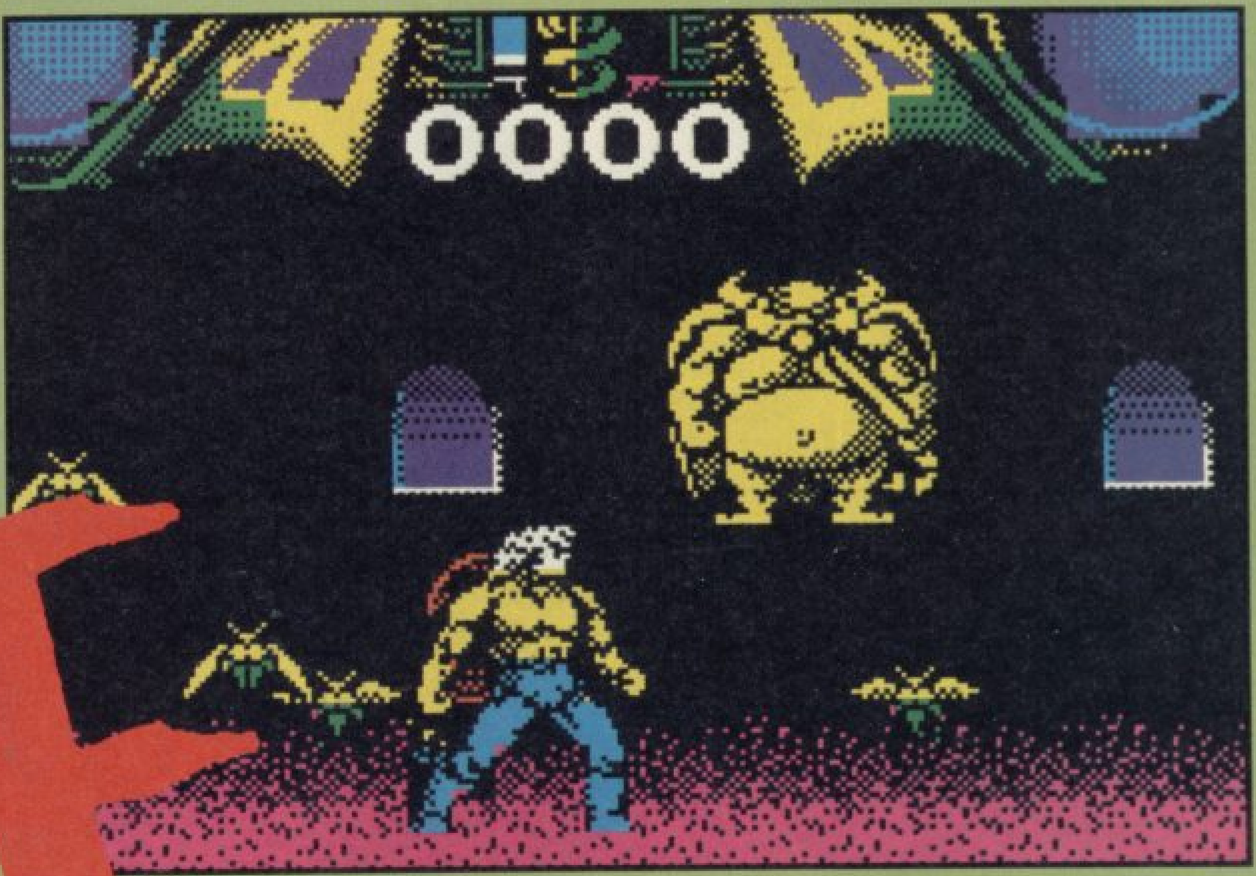


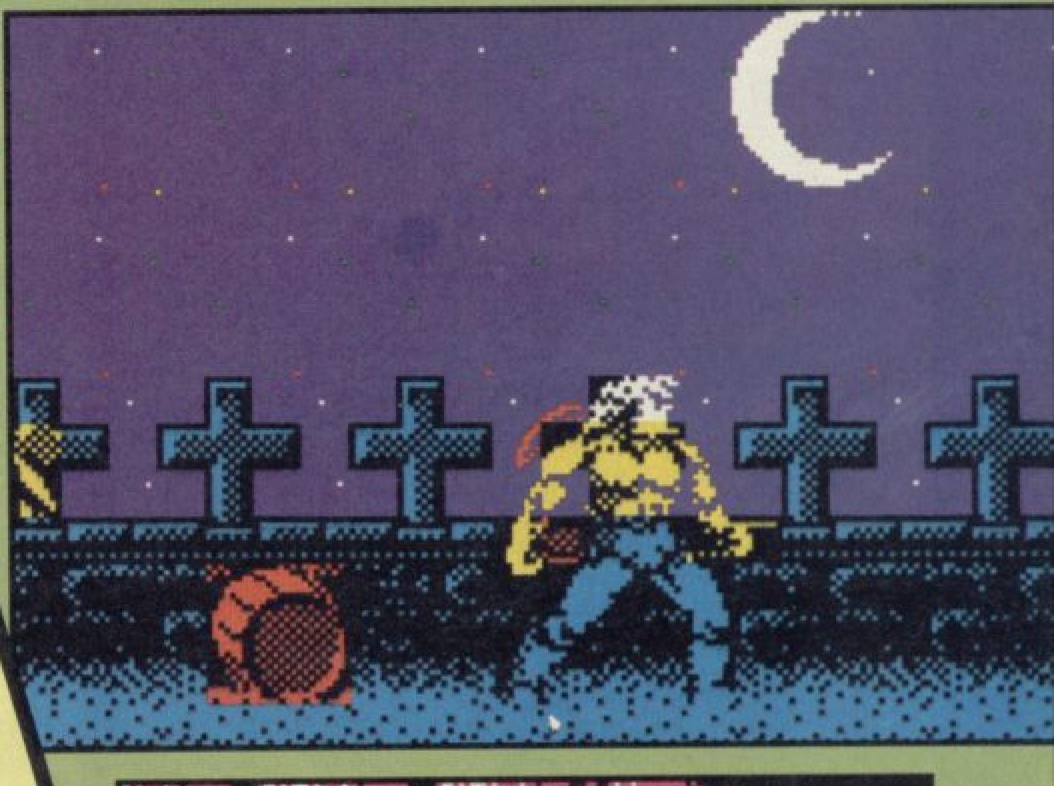
As with any arcade game, you always have to have the big nasty, and in the case of the first level, it's a big pot-bellied demon who jumps around and

Part 2 is a 3D jetbike romp through a surreal world of strange colours and weird statues. As usual, the graphics are huge and very very fast. The 3D works really well, due to the smooth, fast update and the scrolling floor pattern. Tall green totem-like monoliths fly toward you, poking their tongues out before colliding into you, whilst headlike things swivel in panic as you blast them with your cannon.

On later parts of the level, large bouncing nasties fly around and launch missiles at you. The incredible thing about this level is that, while there's all this fast smooth colourful action going on, there isn't a hint of colour clash anywhere. Wow!

You've finally made it, the final level. For this one you abandon control of our hero and take to the skies in the guise of an eagle. You have to fly the eagle around the large multidirectional scrolling gaze in search of Dirk's woman. The best bit on this level, apart from the incredible animation of the main sprite, and yet again the stunning use of colour, is the amazing amount of ways to die, each shown in a visually different and exciting manner. For example, fly under a press at the wrong time, and you see your bird squashed in a



**FAX BOX**

ARCADE REVIEW

**SAVAGE** Label: **Firebird** Author: **Probe** Price: **£8.99** Memory: **48K/128K** Joystick: **various**

**The closest thing yet to the perfect arcade game. What more could anybody want?**

Reviewer: Tony Dillon

| GRAPHICS | SOUND | LAST ABILITY | PLAYABILITY | OVERALL |
|---|---|---|---|---|
| 98 | 85 | 92 | 96 | 96 |





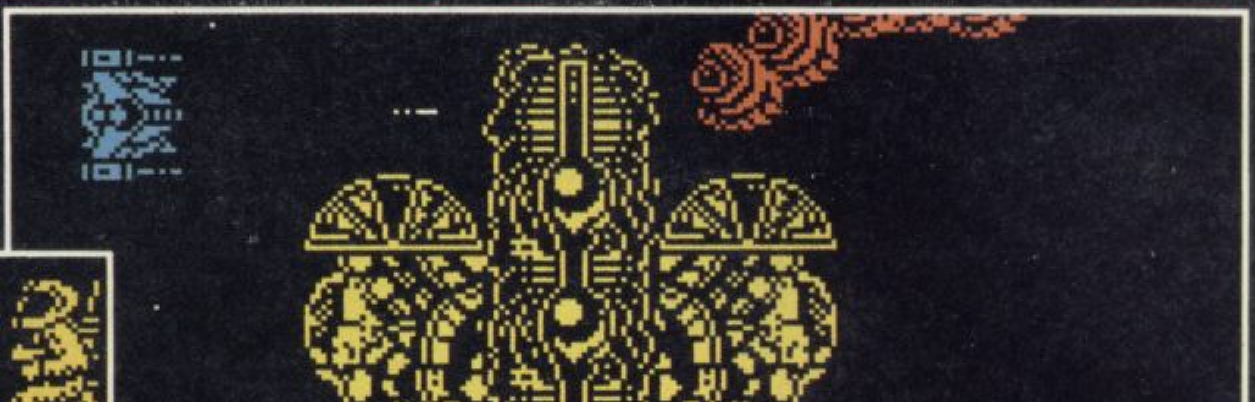

glorious (or should that be gorious) way. Get attacked by a certain kind of nastie, and you fall to the ground, minus your head. Great stuff.

**Savage** is the perfect game (at least so far) as far as original arcade names are concerned. Can anyone go much better? We can't wait to xxxxx out.

GAMES REVIEW

# DARK FUSION

Oh no! Not another sideways-scrolling little man in a space suit with a big gun, shooting hordes of aliens and jumping over things! Well, yes and no. **Dark Fusion** may be an **Exolon/North Star/ Crosswize** sort of a type of





game, but it's remarkably well done and qualifies as one of the best games from Gremlin for some time. From the second you load up, and your ears are assailed by the guitar-howling, pitch-bending, drum-thumping 128K music by the mysterious Benn, you can tell that this is going to be something special. The game itself holds no disappointments at all; excellent graphics and animation, fetching design, challenging gameplay and plenty of attention to detail.

The game is roughly divided into two sections, the *Combat Zone* and the *Alien Zone*. In the first, your task is to collect Fusion Pods. But where to find them? Try blasting a few passing spacefighters, and the spherical pods bounce to the ground ready to be collected. Some ships also carry weapons pods, which can also be found by blasting some ground installations. Picking up a weapons pod brings up an icon below the screen, and you can save the pod up until you want to activate it by pressing the space bar. You can have up to two pods active at a time, and the appropriate icon flashes when they are about to run out of power.

The pods include a Big Jumper, which allows you to leap over tall obstacles (you'll need to use this almost immediately); a four-direction firer; a zoomy curvey upwards and downwards firer; and more on later levels. In addition, you have your standard zap-zap-zap laser, which takes three hits to destroy most targets; and an **R-Type** style blaster. Hold down the fire button to charge the blaster, and release when the power bar hits maximum to take out those tricky targets.

The more exotic targets include giant space-suited figures, which you may recognise from **Crosswize,** and grotesque hopping froglets, which chase you back to the left as you try to blow them to bits.

If you get through to the end of a level, having discovered all the fusion pods, you'll find a transporter to the next section. If you don't have all the pods, you have to make your way back until you find them all.

Scattered across the level are other transporters which will take you into the Alien Zone. Here you can take on giant mother-ships for big points, but to complicate things a big



whirly space-snake (ref. **R-Type** again) snakes around, trying to bash you to fragments, and in my case more often than not succeeding. The huge mother ship is nicely designed, but really just sits there jiggling up and down as you shoot at it, so it's not that exciting.

There's not much more to say about **Dark Fusion;** it's a very competent shoot-'em-up with all the best elements of your **Exolons, R-Types** and **Crosswizes,** and a few tricks of its own thrown in too. Give it a bash – you won't be sorry■

## FAX BOX

ARCADE REVIEW

**DARK FUSION** *Label:* ***Gremlin Graphics*** *Author:* ***Bernie & Steve*** *Price:* ***£7.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

| GRAPHICS | SOUND |
| --- | --- |
| 78 | 82 |
| 79 | 83 |
| PLAYABILITY | LAST ABILITY |

***Very good side-ways scrolling shootin'-an'-grabbin' feast***

Reviewer:

OVERALL 79

10 20 30 40 50 60 70 80 90

# THE GREATEST SPORTS COMPILATION EVER!

Score a goal, take the cheqeured flag, compete in the winter olympics with Bob Sled, Ski Jump, Slalom and Downhill. Match strokes with Nick Faldo, make the winning break against Steve Davis but play a straight bat as Ian Botham. Enter the arena in Track'n'Field as you compete in 100 metre dash, Long Jump, Javelin, 110 metre Hurdles, Hammer Throw and High Jump and if that doesn't finish you off then throw jump shots against the basketball aces and give it all you've got and go for a touchdown in the NFL Superbowl, and if that isn't enough there's even more! Check out GSM2 – the ultimate in sports compilations. Available for SPECTRUM, COMMODORE and AMSTRAD.




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**ocean**

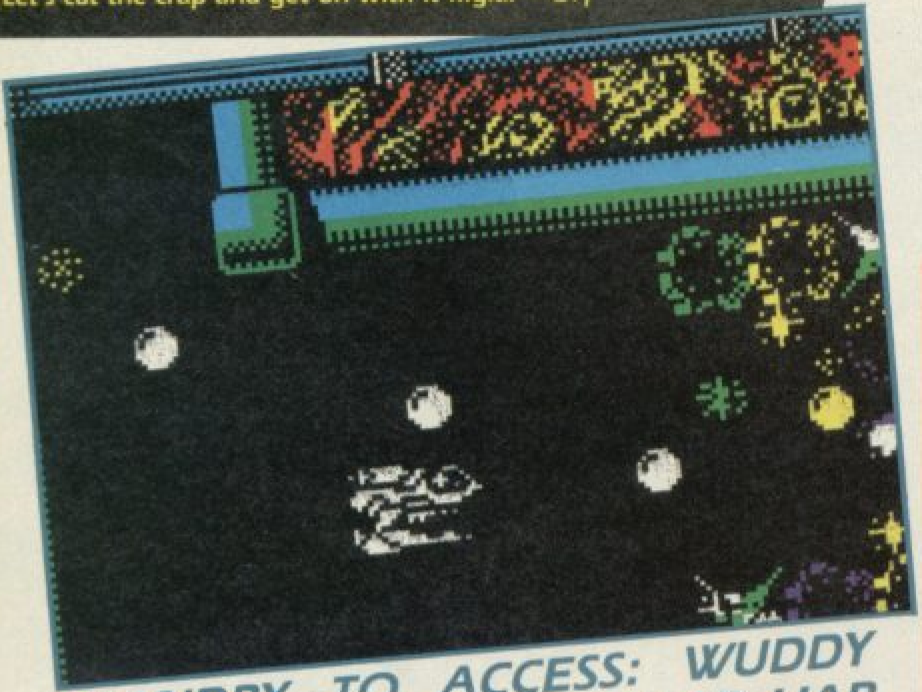
CASSETTE **£12.95** CASSETTE

Note: SUPERBOWL and WINTER OLYMPIAD are not available on the AMSTRAD version

Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 06

# JON RIGLAR — HE'S GOT A BIT OF A COLD THIS MONTH

Cars eh viewers? What would we do without them? If we aren't 'popping' off to the local supermarket to buy a loaf of Champion (plug plug) bread, then you'd probably find us car-oozing (there's a new one for you) along the freeway, windows down, 100 Watt stereo a-blasting, fluffly dice being blown all over the place, heading for the beach (man) in search of some wild chicks. Then again, you may find yourself wrapped around a marble pillar making groaning noises if you happen to go too fast and the road happens to be rather wet AND you happen to be running a public transport service, ie 'Don't worry, my car's built to take six'. This, of course, is a bad thing really. The engine usually makes funny whirling noises (unless the engine has jumped out of the bonnet and is visiting the car next door), the people inside usually make even funnier whirling noises, and the overall result can be clearly seen in the accompanying snapshot – yes folks, your car turns into a Cortina. This all brings us neatly onto the subject of this month's wonderous Zapchat. What's in it then? Well, no idea at the moment actually but best we get on with it anyway. Eh Biffa, did ya spill me pint eh? (Let's cut the crap and get on with it Riglar – GT)



## STANDBY TO ACCESS: WUDDY KWIK TIPZ ZEKSHON (HAR HAR BURP)

### 'Zekshon' writer: Jon 'E' Riglar

Well, it's nice to see you, it really is. Nice weather we've been having and how's your mother doing... (stop waffling about or I'll blow your head off! – GT) Hem hem. In this corking section we've got some tips for Skate Crazy, Cybernoid 2 and the complete solution to Where Time Stood Still. So cast your peepers below and get reading.

In Skate Crazy do this:

1) Do a jump on full power and turn half way round and land – this will allow you to move backwards. Try to collect about 400-800 points on the jump.
2) Jump over the crates at the bottom of the screen to give you infinite time and then go around and collect all the bonuses before zooming back to the start as quick as possible.
3) Jump over a ramp on full power and yank your joystick anti-clockwise as fast as possible, as many times as you can to collect a humungous score.
4) Fin! (Or something like that.)

Apparently, and you don't have to take my word for it, you can type in the word ORGY on the redefine keys screen in Cybernoid 2 (where's my copy Andrew?) then you'll get yourself infinite lives!

And finally, following on from Chris Jenkins' guide to the first half of Where Time Stood Still, Raymond Newell has faxed in the rest of the solution. And here it is viewers:

From behind the waterfall you will need the food,



## HIGH (HO SILVER LINING) SCORES

### Section Writer: Ron Jiglar

Well viewers!! (Or 'Heeurrrgh!' if you're from that part of the country) We've received some high scores at last! It's enough to make Grim punch his first into the air and shout 'Awwwwwwwwwright'. (Except he probably won't.) So we'd better go on with it really.

| | | |
|---|---|---|
| OCTAN | 42,250 | David Murray |
| ROADBLASTERS | 64,140 | David Murray |
| OUTRUN | 1,820,735 | Giles Guthrie |
| ATF | 11,820 | Giles Guthrie |
| OUTRUN | 35,240,500 | Somebody with no name |
| ARKANOID 2 | 31,300 | The very same person |
| OUTRUN | 7,929,870 | Chris Reeves |
| CYBERNOID | 81,402 | Chris Reeves |
| THUNDERCATS | 600,650 | Chris Reeves |
| CYBERNOID | 25,525 | David Murray |
| 720° | 3,194,940 | David Stanley |
| ASTROCLONE | 50,125 | Mark Padgham |
| OUTRUN | 16,255,990 | James Grant |
| GAUNTLET | 1,119,104 | James Grant |

And that's enough of that

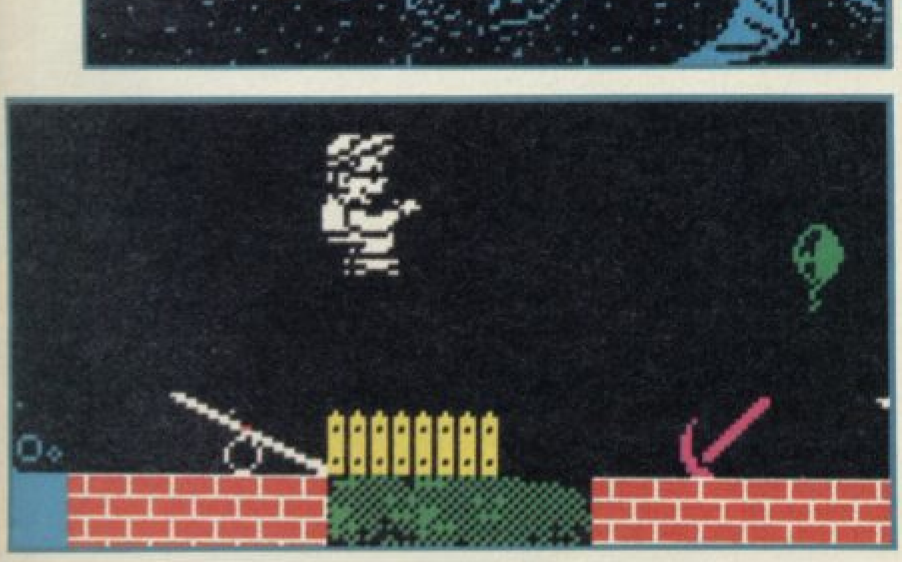
dynamite, the bottle and some ammunition. Follow the river until you arrive at the village and you will notice a hut with



two skulls on top of two pyramids outside. Go past this, walking straight up the screen, watching out for any dinosaurs until you arrive at a mountain path. Stick to the left and head up avoiding any rocks. About halfway along this path, you'll find another path which you should take and you'll find yourself on a different mountain level.

From here on walk to your left and then upwards avoiding the rocks and you'll find YET ANOTHER path at the end of which will be two rocks which block your way. Put the dynamite in the middle of the two and light the fuse. Then leg it back down the path and wait for the explosion. Once everything is clear, walk back up the path, sticking to the left so that you avoid the falling rocks, and eventually you should find a cave. Trot inside and lo and behold (as my uncle is fond of saying) you will have completed the game. Great stuff eh?





## READER'S BIG FIVE 'WELL REALLY MISSUS' CHART
### Section Writer: Jon 'Anybody know where Meg Ryan lives?' Riglar

Charts. Funny old things aren't they? There are those which you sail around using. There are ones full of foxtresses and blokes with moused back hair pretending to play plank-spankers (guitars to you). And then there is the Zapchat Reader's Big Wotsit Witharuddylongname – a chart of monumental proportions. And Malcolm Dickson from Lincolnshire wants to join the ranks of rum coves who have had their chart printed amongst the hallowed pages of SU.

| | | |
|---|---|---|
| 1. | Streetfighter | Can't remember who |
| 2. | Renegade | Image |
| 3. | Target Renegade | Imagine |
| 4. | 720° | US Gold |
| 5. | Action Force 2 | Virgin |

'Street Fighter is top because you can kick the utter ?£&/(out of all those street wise dudes,' says old Malcy, 'and my gross-out bummer (answers on a postcard please) is OUTRUN from US Gold.' So there you have it. If you want your chart printed then send all offerings to I-don't-know-Meg-Ryan's-address-but-I-hope-you-won't-hold-that-against-me-(fnar), followed by the usual address.

And lastly, at the end of the 3rd level, there is a humungous creature. This one looks a bit like a wizard wearing the old black coat and horns on his head – you know, the usual business. And he tries to turn you on (fnar!) by flashing at your fnar fnar!) in two different ways;

1. He fires fireballs at you in 3 directions – to avoid being hit simply crouch down and wait until his barrage stops. Then get up and charge.
2. He may decide, being a bit of a rum dude, to walk away and hide in some dark corner. If this happens, follow him and as soon as he comes within sight, follow the instructions above, ie crouching down and all that malarcky. (It's all blindingly clear now isn't it viewers?!!)

## 'WHAT A CORKER OF A POKE CORNER' CORNER
### Section Writer: You ruddy well know who it is

Multiface pokes are a go-go! If you can't be bothered to load in one of old Singhybaby's headers then best you chuck in your interface and start faffing about with the red button to try these out. The pokes this month have been 'discovered' by Jon 'TGM Ed' Rose and Simon Brown. And a quick thank you to the guy who sent in a poke for Manic Miner – I'm afraid you're only abour four years too late though.

| | | |
|---|---|---|
| 720° | Poke 41918,0 | Infinite time |
| | Poke 40774,0 | Infinite lives |
| | Poke 40360,0 | Infinite money |
| | Poke 37357,0 | Infinite tickets |
| XECUTOR | Poke 47216,201 | Player 1 invincible |
| | Poke 47320,201 | Player 2 invincible |
| | Poke 48259,201 | Enemy fire |
| IKARI WARRIORS | Poke 41178,n | n=number of lives |
| | Poke 40272,0 | Invincibility |
| VINDICATOR | Poke 33275,0 | 128K Cut out first level |
| | Poke 33388,0 | 48K Cut out first level |
| MARAUDER | Poke 26183,smarts | (100 max) |
| | Poke 26178,lives | (255 max) |

Passwords for VINDICATOR are: Level 2 – VALSALVA MANOEUVRE and Level 3 – EUSTACHIAN TUBES. You can also type PETELIVES in the high score table of IKARI WARRIORS to get infinite lives. Spooky huh?

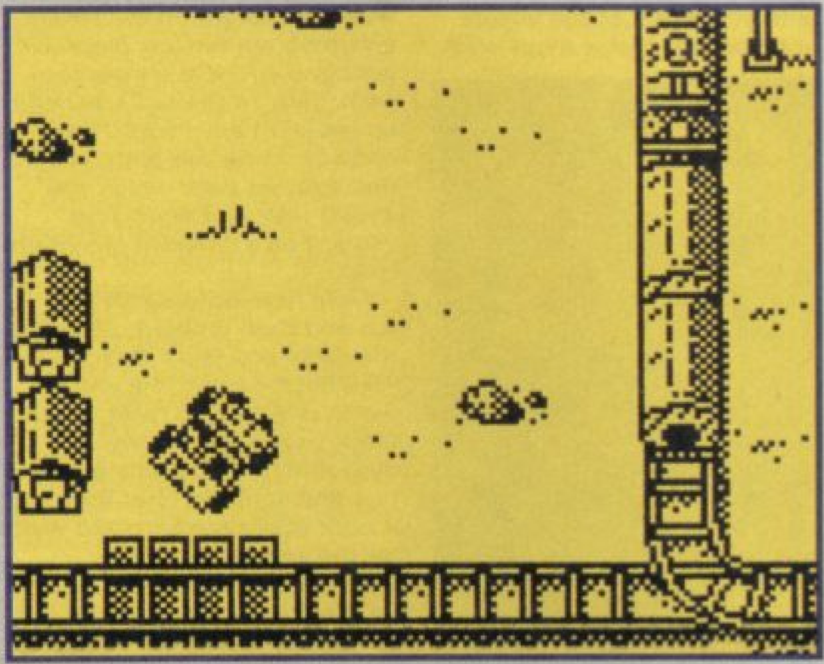
# ZAPCHAT 3




What you have to do is to get in front of him and slash away like mad. The warrior moves at the same speed as you so when he follows you make sure that you are hitting him and he's not hitting you. Turn around quickly at the end of the platform and when the warrior lands on the ground go back to the other end of the platform until the opponent is dead. (Eh? No I don't understand either.)

On the third level, when the skeleton warriors come towards you, just turn around with your back facing them and fire like mad and therefore no energy is lost and the skeletons die. (Or something like that.)

## *RUDDY QUICK TIPS 'AHOY MATEY!' SECTION*
## *Section Writer: Jon 'You what? Go away nerd' Riglar*

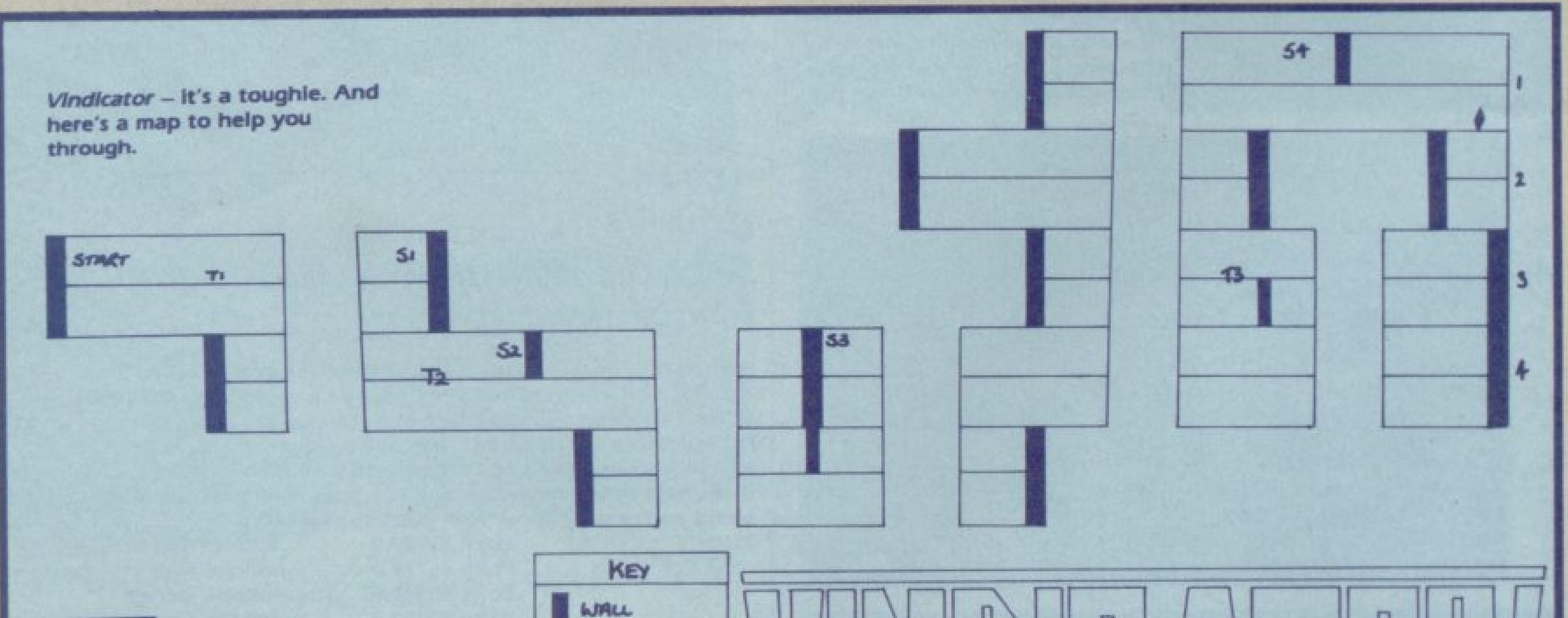


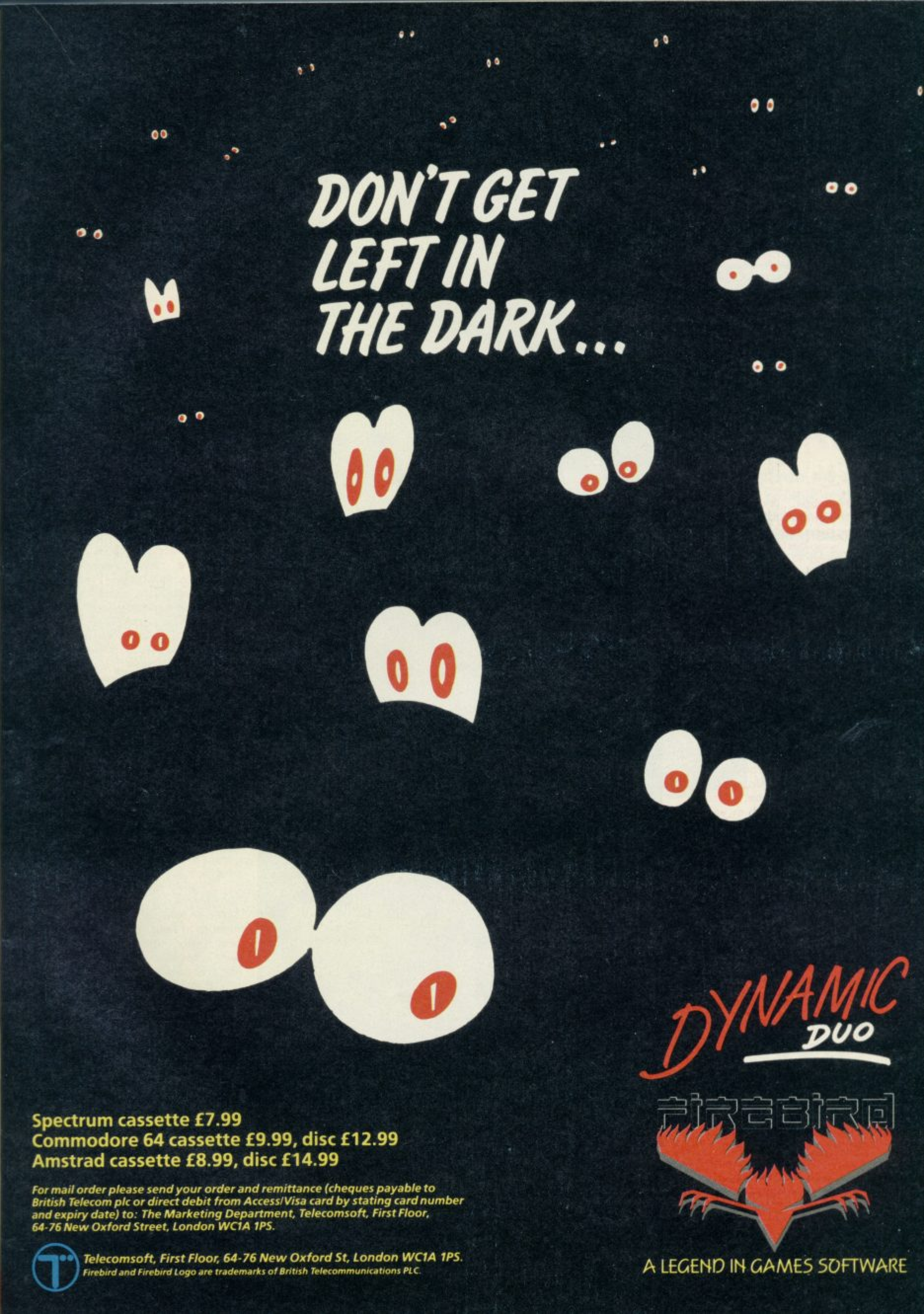
Warren Haques (sorry if I've spelt it wrong) from Lincs has bought a copy of *Rastan* for his +3 and if you think I'm gonna print his tips, you's be ruddy right!

At the end of the first level there is a big nasty with a long spear – if you go to the left hand side of the platform and face the wall and keep slashing then the bloke opposing you can't do you any damage. When he turns his back to you stand up, still firing, and you will kill him but be warned, it takes a lot of wounds to do this.

On the second level when you have to jump over the concrete slabs on the lava, it's best to wait on the slab until it is just about to disappear below the surface. Once it disappears into the lava, jump on to the next one. At the end of the level there is an even tougher nasty to dispose of – He is a warrior in full plate armour and carries a sword. He has a tendancy to jump up and down a fair bit too.

*Vindicator* – it's a toughie. And here's a map to help you through.




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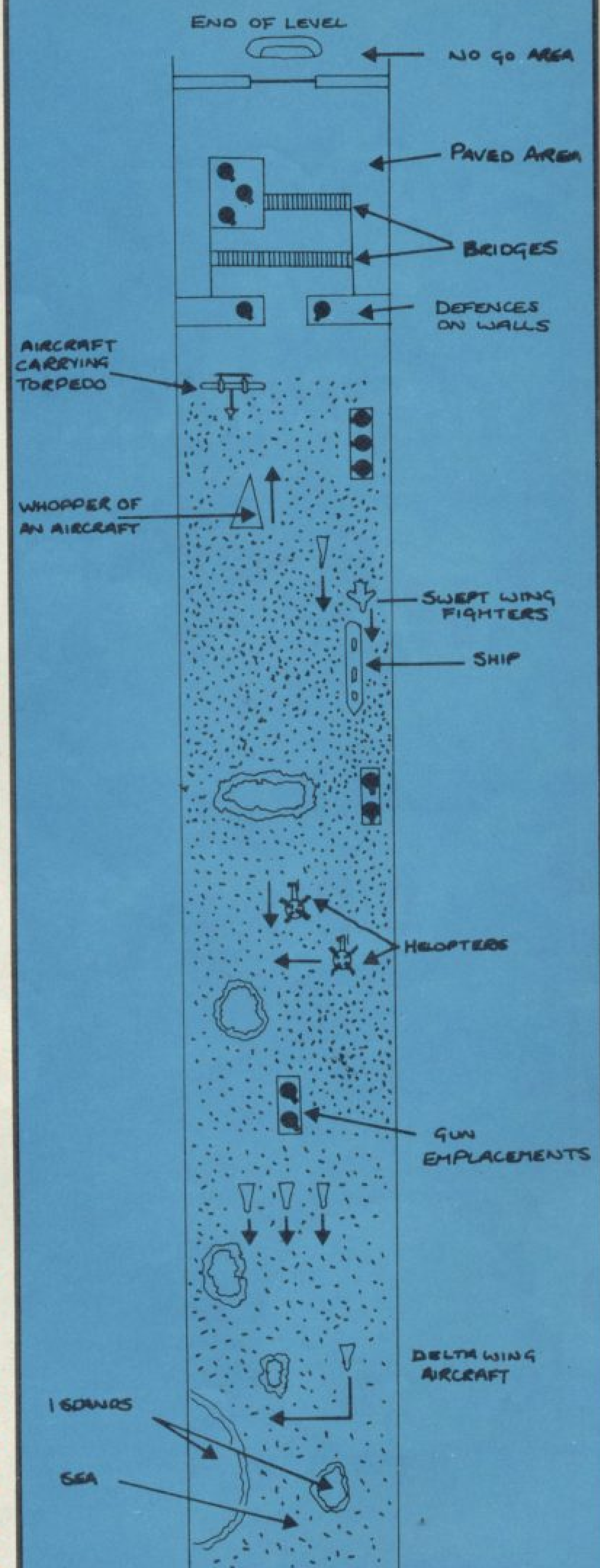
## ZAPCHAT

*STANDBY TO ACCESS: TYPHOON DODGY TIPS*
*Section writer: Jon 'Belinda Carlisle' Riglar*

Choppa, choppa, choppa (fnar, fnar, fnar.) If you can remember, dear viewer, all the way back to last month's issue you may well recall the Megatape which had on it a pretty ruddy runky little composition entitled *A Playable Demo of Typhoon*. Now this looked a bit like level 2, but then again it could be level 12 or something. But that doesn't matter cos we're gonna dish some dirt anyway. In fact, you could say the 'cork' has well and truly 'popped'. (Look I'm really sorry about this, but could you move it along a bit? GT)

As you have probably realised, in Typhoon you are indeed a helicopter, which is a jolly exciting thing to be. So exciting in fact, that as soon as you start the demo, you're gonna get swamped with delta wing fighters. These appear in the middle of the screen and zoom over to the left hand edge. Start blasting from left to right – if you stop you'll find yourself crashing into one. There are usually around five fighters to a group and they'll fire at you if you stay in one position for too long.

You should find two or three groups of delta fighters to thump in the kisser at the start and here you should also come across the first in a line of ground defences. These are bubble-shaped emplacements which lob bullets in your direction. However, you can lob bombs back by lining your chopper up using the cross-hair and whacking the fire button. There is usually more than one emplacement in a row, and so by the time you've destroyed one it's highly likely that the other critter has fixed his beady eye on you and will be lobbing bombs at your craft. If this happens simply pull the joystick back to move to the bottom of the screen and then sidestep to avoid the fire. Once all is well, zoom back in line with the emplacement and knock it out. (Watch out for other fighters though!)




A bit further on and you'll find a swarm of enemy helicopters. These zoom in from the right-hand side of the screen and can be wiped out by staying in one position and constantly firing – you should come out of it unscathed, providing you realise what's going on and are ready to run if things get a bit too hairy.

And now we come to a completely unless piece of scenery ie the humungous battleship which does sod all. (Pardon the language.) Keep over to the right hand edge of the screen – you should find a squadron of swept wing fighters will appear directly ahead of your chopper (Ooer). The fighters will appear in a straight column, one behind the other. And so, after a bit of a bashing, you hit another batch of delta fighters and then a group of three gun emplacements. Now might be a good time to wipe these three out with your smart bomb 'cause things are about to get a bit busy.

Within a second (and I've timed it) a great big whopper (fyak fyak) of a jet will appear from the bottom of the screen. Two things can now happen. a) You blow up immediately because you were stupid enough to get in it's way or b) You blow up immediately because whilst you were clever enough to avoid the thing, you weren't clever enough to avoid its fire. One of the easiest ways of dealing with the critter is to use a smart bomb. Otherwise dodge around a bit and pretend to be Kollee Monologue off Neighbours. (Wah? GT)

As I said before (and as I'll probably say again before the evening's out – extract from Derek and Clive) things are getting a bit hot around now. Two fighters which look a bit like Lighnings from WW2 will appear from the top of the screen and let loose what looks a bit like a torpedo. These zoom along in a pleasant enough manner before exploding and firing out four bombs in different directions. So best you knock out the critters before they get the chance to multiply.

You should by now be flying over solid land and here, there and ruddy everywhere will be gun emplacements. Watch out for a squadron of helicopters which appear in a diagonal formation and charge at you at full speed. Remember that it's no good just knocking out the helicopter directly in front of you and then heading at full speed through the formation – to give your chopper (don't you dare say 'ooer' once more – GT) enough room you also have to knock out the two adjacent ones, ie three in total.

At the end of this level, you'll be swamped with enemy helicopters and if you survive this lovely, lovely lot then the game will end. Fin! Oh Alfie Noakes, that was the most wonderful joke I've every heard! (Or perhaps not.)




**Send your letters to 'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU**







Hello, Mr Bear. Shall I bow down before you, or kiss your paws? It seems to me that this mag is second to none. Sir Taylor must be God in disguise, and Lord Douglas has to be the second Messiah. St Tamara must be Mary, and Master Riglar can't be anyone else but St Paul.

Tony Dillon and Chris Jenkins must both be apostles, spreading the word of Spectrum games, and the rest of the staff at the office, sorry, I meant heaven, have got to be prophets. The reviews let me know exactly what to buy, and they have never let me down.

As for you, O Lord Kamikaze, can you possibly be anyone else other than the fantastically brave and strong Samson? Definitely not!

This magazine is my bible and the megatapes are the Ten Commandments. I must now stop praying to you and sign off from this fabulous parchment.

Amen

**Alexander Potts**
**Yeovil**
**Somerset**

PS Please don't send me any manna but send me loadsa money.

I think it's terrible that there isn't any PC show in Ireland. There was a home computer show on in Limerick and there were hundreds of people there everyday from Limerick alone. Come on, surely some software company could sponsor a show up in Dublin that everyone would know about. You'd be surprised how many people would go. And come on, SU, at least have a competition for a couple of free tickets to England to go to the show.

**Patrick Considine**
**Limerick**
**Ireland**

***I think it's terrible that there isn't a PC Show in Ireland. Mind you, I think it's terrible that there's an Ireland in the first place.***

Kamikaze Bear, do you remember the time when you were taken to B.A.S.H. (Bear Army Surgical Hospital), when you got your finger stuck in the end of your gun? Just as you were getting better one of the doctors made a wise-crack about the Pink Berets and you grabbed the first weapon you could lay your paws on, smashed him around the head with it, ran outside, jumped onto the nearest vehicle you could find, and you were away.

Well, I'd just like to say that you will be shot if you do not return my bike and General Fluffie's walking stick. (Government property, you see).

**Seargent Curly, BSC SSC**
(Bronze Swimming Certificate, Silver Swimming Certificate)
**Somewhere in 'Nam**

***M'finger still gets sore in bad weather. The bike went down th' second-hand shop an' I stuck the stick somewhere where sticks didn't ought to be stuck, so just forget it.***

I'm not going to call you names as that doesn't achieve anything, but I do feel that your standards might be dropping slightly. I refer to the fact that while reading your September issue I spotted another apology on page 22, then reading further, I saw on your smash offer page (page 38) that there was a £1.50 off voucher for **Tracksuit Manager**. You said to send a cheque for £9.45 (making the game £10.95 in total, but reading through the column next to it the last paragraph says there's just £1 off. Later on, reading the review of **Tracksuit Manager** on page 61 it states that the price is £8.95, not £10.95 (or £9.45 after the £1.50 has been knocked off). So, please, what is the proper price of the game?

**Christopher Pearcey**
**Huddersfield**
**West Yorkshire**

PS Who stuck the label on tape 70 on the wrong side?

***Callin' me names does achieve one thing – it makes me come round an' set fire to your dog.***

Right Kami, I'm on your side! I hate that guy who called you a mouldy ball of bum-fluff. I hate the guy who called you a squinty-eyed little flat nosed gobble chops. I hate everyone who calls Kami anything horrible. Hear that, you lot who call Kami anything horrible? Well, here's what I've godda say... me and Kami are gonna come over to your house with two RPG rocket launchers and blow your heads off – so, be warned!

**Nial Anderson**
**Ross-on-Wye**

***OK, the two rocket launchers are for me – what're you goin' to contribute?***




Listen Bear! I was browsing through issue 77 and I came to Chris Jenkins' review of **Where Time Stood Still**. I read the review in awe and wonder, feeling really pleased 'cause it was for 128K only. Then I glanced at the FAX BOX and noticed it stated for 48K/128K. Which one's right? The reviewer or the FAX BOX.

I also noticed the **Night Raider** review had the lastability rating missing. What is your mag coming to? Oh yes, you'd thought I'd forgotton. Your **Empire Strikes Back** FAX BOX had the graphics rating missing. When I first saw the FAX BOX in the issue I thought, Wow! This is brill, but you let me and probably other readers down. Were these mistakes deliberate or accidental? Please could you print the mistakes in another issue, and if you don't, I'll come down and blow your brains out of your small furry head!

**Jonathan Stoker**
**Bishop Aukland**
**Country Durham**

PS Please spell my name correctly. Thanks!

***OK, JOONITHANE, you got us. We made a few mistakes, JANNITHOON. So what? Only person wot don't make mistakes is Jenkins. WTSS is 128K only. Upgrade or eat dirt.***

OK Bear, you think you're so clever and know everything – answer me this question. Why is it that the adverts I see for the Rotronics Wafadrive say that it is NOT compatible with the Spectrum +2, 128 or +3 machines, yet I own a Wafadrive and it works perfectly well with my Spectrum +2? If you don't believe me, take a look at the last page of the September issue and you'll see what I mean. That's got you stumped, hasn't it? The Megatapes and the Magazine are both brill. Keep up the good work.

**N D Mitchell**
**Murston**
**Sittingbourne**

***Maybe someone ought to tell the guys sellin' the gear. An' then again, maybe it would be unkind to wake them up.***

I have just eight points to make!
1) I got 99% fitness on last month's demo of **DT Olympic Challenge**, more than GT's mere 92%. (My joystick is quackered and my hand is no more).
2) I just thought I would mention, (as thousands of others will) that SU have made one of the most pathetic, idiotic and down-right stupid mistake of them all: On the chart page of September's issue, you show a picture of **Tracksuit Manager** and above it write **Football Manager 2**. Come on, guys! What do you have to say about that?
3) On the point of **FM 2**, a) why is there the crap ad at the start of loading? b) If you have **FM 1**, is it worth £10 to buy **FM 2**? 'Course not!
4) Why don't you enter you megatape 1 full game (game?) into the competition as the worst game in the world? I'm sure it would have a chance of winning! (only joking).
5) Your mag is rubbish, but somehow it beats the other so-called computer mags (another joke).
6) Funny, 'ain't I?
7) (I like enclosing things in brackets).
8) Seriously, (you don't find that word in your mag often) YA MAG'S GREAT!

**Jason Williams**
**Sheldon**
**Birmingham**

***What you been puttin' on your Wheaties, boy?***

# IT TO THE BEAR!



You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Greetings. Besides being the head of a small publishing house (more about that later), I also run a popular small PI agency KBIB (honest). Anyway, the major point of this letter is that while trying to find info on myself from another company, I found a considerable amount of information on yourself (we have the same initials, if you hadn't noticed), of which I shall reveal a small amount. Everybody already knows about the 'Nam and your son and brother, but I have information from years before then – even before the playschool years. I know how harrowing it must have been to lose your mother and father at such an early age. At the orphanage you befriended another bear called Teddy Dustbin and you were heartbroken when he was adopted and you weren't, and that was when you turned to violent crime. Robberies, murder, and many more crimes that couldn't be mentioned in a family magazine like this. That is when you joined up. "Enlist or hit the slammer". That was the choice they gave, so you enlisted. I am seeking further information and I'll contact you when I get it.

Anyway, the publishing. I am trying to set up a fanzine which I have named Re-Reaktion and am having problems with some software companies. Allow me to stress, we are real. Please could you print the address, so if software companies would, they could contact me. (Readers too, please.) Anyway, see ya around Kami.

**Kevin Buchanan**
**Re-Reaktion**
**Action Publications**
**21 Elizabeth Street**
**Accrington**
**Lancs BB5 0HH**
**Tel: (0254) 399834**
PS I'm really into the megatapes. Keep up the good work.
PPS If you don't print this letter, I do have some information that you won't like I can release.

***I should think the software houses will be wettin' theirselves with excitement at the prospect of gettin' in touch. Good luck, sucker.***

I've been reading SU since Feb '85 (the issue with a robot of Sir Clive on the front. The Gilbert Factor was dying and the star rating taking over to replace it. Come to think of it, was your first SU Classic **Formula One** by CRL?) Where was I? Oh yeah! I thought I'd give you a piece of advice. Put the pins in your grenades or we won't be seeing much of you in the future.

**Garth Oatley**
**Freshwater**
**Isle of Wight**
PS As these football games are coming out (the ones with the aerial views, eg **Euro 5-a-Side**), why don't they do a basketball one, eg convert **Dunk Shot**!!! from the arcade version. Could you please do some serious hinting to the software houses.
PPS Sorry about the paper – it's torn out of my SRS exercise book.

***?????***




Hey Kami! you flea bitten bag of fur. Can't you ever do a mag without making a mistake. I found two mistakes in your September mag and both had something to do with the latest game from Goliath, **Tracksuit Manager**.

First of all, in your chart it says 1/**Football Manager II** and at the bottom of the page it says in the Top Slot, **Football Manager II**, but it shows the screen shots from **Tracksuit Manager** and, may I add, when I was looking through the pages I saw the review for **Tracksuit Manager** and I hastily read the review. Yep! This is the most mega crucial football management game around and for only £8.95, it must be the best value.

Then I remembered seeing it on the Smash Offers page and I turned the pages so fast they went red hot and I had to put my SU under the tap before it went up in flames. As soon as it cooled down i saw £1.50 off, and my extremely mathematical brain worked out that £1.50 from £8.95 = £7.45. But on the page it had cheque/postal order for £9.45, so that meant you added an extra 50p onto the original £8.95. I think I have been incredibly observant, so please send me the two following games – **Target Renegade** and **We are The Champions**, as I have bought **TSM** from the computer shop.

**Alan McFarlane**
**Inverness**
PS Your mag is brill
PPS The cover on the September edition is fab.

***Yeah, you're right an' we're completely wrong. Don't mean to say you ain't gonna get beat up, though.***

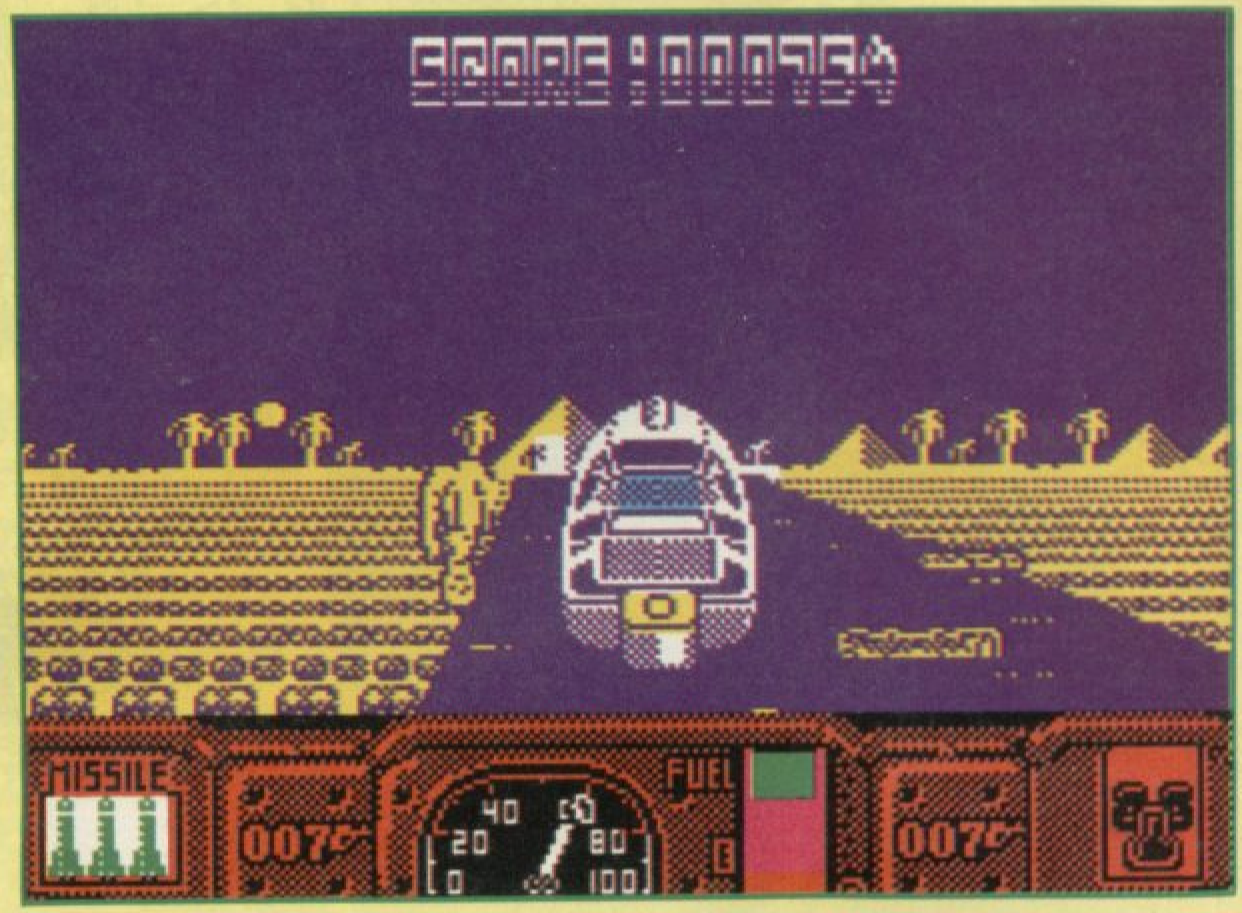
GAMES REVIEW

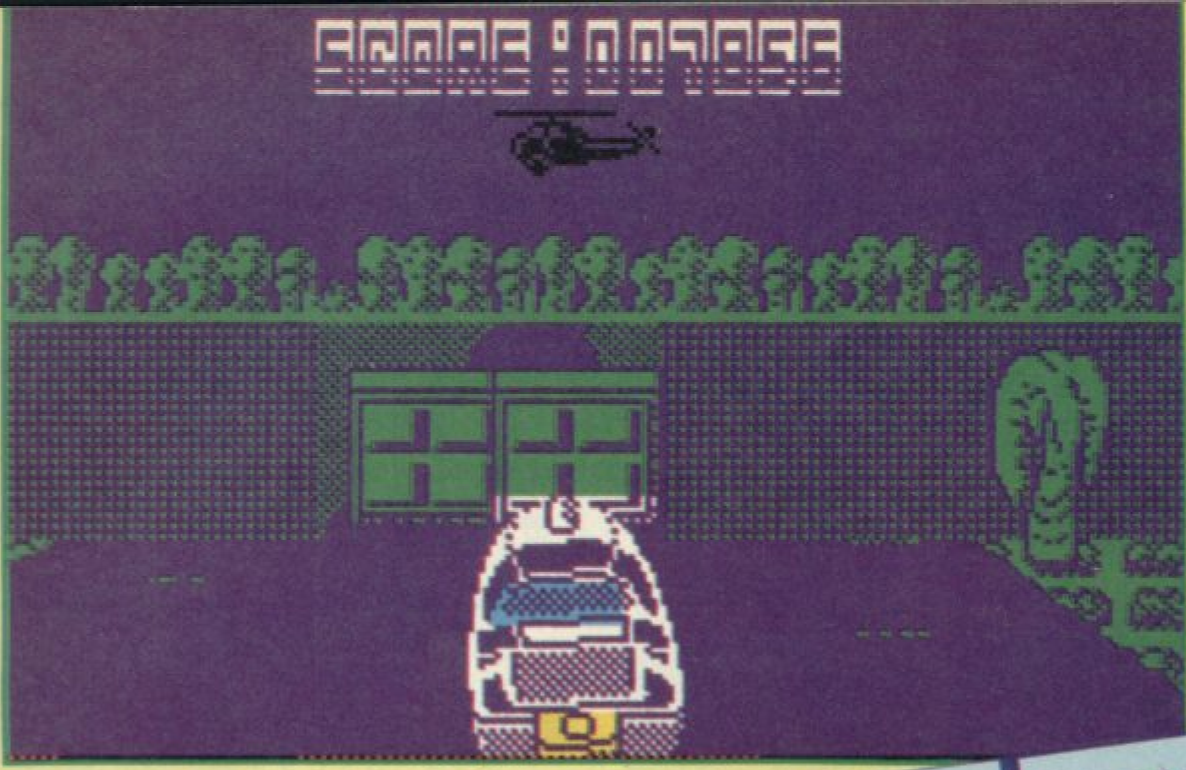
# LIVE AND LET DIE

Better late than never, eh? It was only about fifteen years ago that the movie came out and Domark have snapped up the licence.

**Live and Let Die** actually began life as **Aquablaster** by Elite and it hasn't actually undergone a huge facelift since we saw it a couple of months ago. Still such is the way of the lumbering monster that is the software industry. It's actually a reasonably enjoyable escapade. Very seen-it-before 3D blow-up the enemy while racing around, but it's perfectly competently put together.

If you can remember the movie, I'm sure that the boat chase sequence will have lodged itself in your memory. Pretty good job really, since the whole game revolves around this scene. Actually, I confess to being a teensy bit confused, since you race your boat and chase bad guys all over the world, from New Orleans (as in the movie) to the frozen wastes of somewhere or other, and even across the Sahara desert





(yeah, I know). Personally I'd rather have had a bit more variety, maybe even a car chase on the same format would have been better.

As you race along the waterways, numerous hazards will appear in your path. There are mines which are dropped by enemy jetboats and logs and ice floes and gun implacements on the banks. All of these can be dealt with in a particular way. Some can be vaulted, others simply shot to bits.

The biggest worry, other than dodging the mines, is keeping your fuel level up. By running over the fuel canisters dropped by helicopters it can be boosted. As a result there's a lot more swerving around to be done than it first appears. You really do need to pick up virtually every can if you're going to get through to the end.

Graphically we're not talking major sophistication. The objects don't really move at a particularly impressive speed, either, but you do get a reasonable feeling of being in charge of a boat that's slightly too powerful for it's own good. I could never quite manage to steer myself out of trouble – I was just going too fast. (Impetuosity of youth, eh? – GT)

The bad guys in boats don't really prove to be too much of a problem. Indeed, they keep a pretty low profile throughout most of the game. Personally I found the land-mounted gun installations to be far more deadly; almost impossible to shoot from the water, they'd sling out a grenade at me just as I was passing.

Don't be fooled into thinking that **Live and Let Die** is in any way a half-way realistic representation of the film. It just isn't. It is a pretty reasonable bash, however, and should keep you going for a couple of hours while you're waiting for your copy of **Operation Wolf** to make it to the shops.

## FAX BOX

ARCADE REVIEW

**LIVE AND LET DIE** Label: **Domark** Author: **Elite Systems** Price: **£8.95** Memory: **48K/128K** Joystick: **various** Reviewer: [signature]

| GRAPHICS | SOUND |
|---|---|
| 70 | 50 |
| 60 | 60 |
| PLAYABILITY | LAST ABILITY |

**Reasonable though largely non-earth shattering game with tres-flimsy tie in. Fair.**

OVERALL **60**

GAMES REVIEW





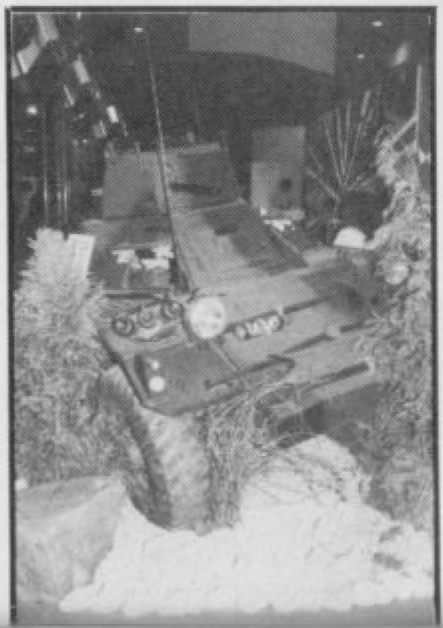
NEWS ETC AD NAUSEUM



# TRUE STORIES

**BUT SOME ARE SLIGHTLY MORE TRUE THAN OTHERS** **PRICE: £8.70**

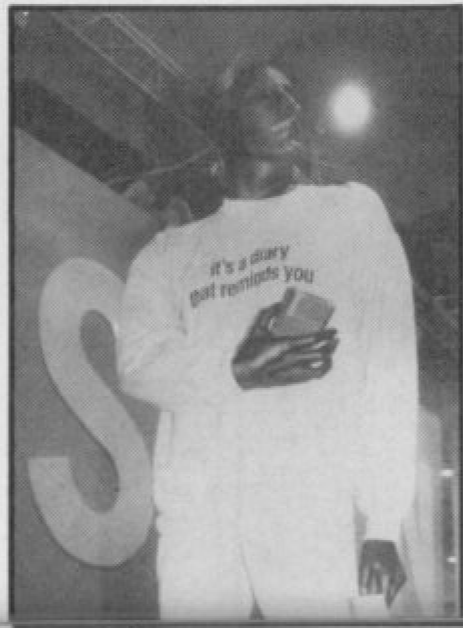
# P.C. SHOW AWARDS



pile of television components. At least someone went to some effort; elsewhere there wasn't a silver lurex mini-skirt in sight.

**MOST INTERESTING NEW COMPUTER WITH THE NAME SINCLAIR ON IT AWARD:** The Sinclair PC200, predictably enough. As exclusively revealed by us and everyone else well in advance, far from being an Amiga-basher, Amstrad's 16-bit machine is more of an MSX-lookalike, It might not compete with the ST or Amiga, but it will certainly compete with the Amstrad PC1512, which makes you think.

**BEST-POSTED DUMMY AWARD:** Not Michael Baxter, PR man extraordinaire, but the macho models on the Psion stand. Organisers at the




future, ready to face any eventuality with their pocket computers in their hands. They also looked a bit daft, but no-one liked to say so.

**HEAVIEST DISAPPOINTMENT AWARD:** Goes to Microprose's flight simulator. Sit in a big tin box and get jogged around a bit while you watch films. Brilliant entertainment.



## The Kamikaze Bear Headlines

***Heey! Congratulations! So ya finally won a puny couple of gold medals at the'Olympics. So what. In ma days as a track 'n' field star I won so many gold medals that my mantlepiece collapsed. 'Course, that might have been due to the weight of the stuffed silver medal winner I got mounted there, or the bronze statue of John Wayne.***

**Gotta say, tho', ma attention was well an' truly**

**whateverthehell her name is.**

on the Psion stand. Organisers at the ready, they stared bravely into the

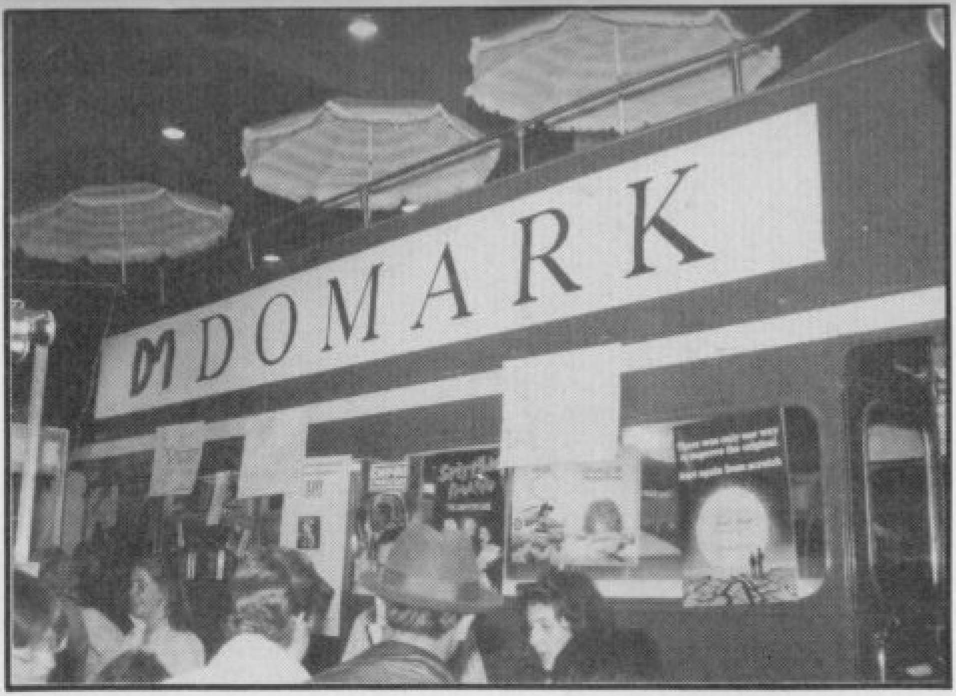
whateverthehell her name is. It was worth sittin' through all the runnin' just ta see her climbin' on the plinth. I'd certainly like to promote a bit of international harmony wit' her.

*By our intrepid mole*

**It's a little-known fact that SU hands out its own unofficial prizes at the PC Show each year. This year, with a new Sinclair computer and a new venue to cope with, the Show was as frenzied as ever, but our moles saw and heard all, and we can now present this exclusive photo-report.**

**MOST INTERESTING ARMOURED CAR AWARD:** This year the prize goes to Ocean, whose Ferret armoured car was promoting **Operation Wolf**. The three video games, the huge posters and the constant gunfire also served in place of the actual game.

**MOST BRASSED-OFF BIMBO AWARD:** The young lady on the **Game Over II** stand showed about as much interest in the proceedings as a sack of potatoes. But who can blame her, forced to spend all day dressed as a






**BEST-DRESSED SOFTWARE PERSON AWARD:** Has to go to Mirrorsoft's Fox. Toting an M-16 and fighting off hordes of kids intent on covering him in stickers, Mirrosoft's brave volunteer had to take a break every half-an-hour for a saucer of milk.

**MOST POLITICALLY-CONFUSED STAND:** Definitely Domark's. The marvellous mechandised dummy of Margaret Thatcher had plenty to say for itself, so why didn't it object to the Dom-Doms turning up with an enormous RED double-decker bus? Then again, maybe there aren't any blue ones left.

**The bimbos at the PC Show were a distinct disappointment, though. Not so much personality girls, more like lampstands. Ya didn't see me there? Well, I was in disguise. Not dressed up as a fox – I just had my sungalsses on, and that fooled everyone. Me an' the fox on the Mirrorsoft stand were just gettin chummy – talking ammunition – when he let on he was a guy in a furry suit. If there's anythin' I hate it's animal impersonators. Ya might have noticed he spent the rest of the show with a knot in is tail.**

**Th' rest of the show was great, though; lotsa videos of people with big muscles blowin' up tanks an' massacring innocent civilians, lotsa free fizzy pop, lotsa badges an' stickers an' posters, an' hardly anything to do wit' computers. Next year they're thinkin' of callin' it the Personal Computerless Show an' putting it on in a video shop. Who says the BEAR ain't got a sense of humour? How about this one; Why did the Bear cross the road? 'Cos he'd taken out the bridge, an' the river was full of crocodiles. Laugh! I almost handed in my unregistered weapons collection.**



# THE SOCIETY OF SOFTWARE

*By our shameless free plug correspondent*

**It's not easy being a programmer. Writing code is the least of it. Having got as far as learning all that goes ld A,225 dec and turning it all into brilliant games might seem to be enough.**

But it isn't. Would you know a good contract from a bad one? Would you know what a realistic completion date for a conversion might be? OK so your game looks a tad too much like Roadblasters – know anything about copyright?

If you are or want to become a professional programmer the answer to these questions and more is just a coupon away. You need the SSA, an organisation hardly less efficient than the SAS but easier to join.

The **SSA** is **The Society of Software Authors**, a new organisation set up by Jon Dean and fab Ninja II author Mev Dink. The idea is that programmers get support of various kinds, in exchange for a low annual fee.

Aside from (much needed) advice on doing business with software houses – they hope to develop a standard contract – the **SSA** hopes to offer all kinds of technical support and discounts on hardware through a quarterly newsletter and fact sheets.

There are plans already under way for the **SSA** to create a series of awards for programming excellence – these will be for programmers and will be judged by other programmers (so they should know if your stuff is really any good or not) and so should be particularly highly valued.

Whether you are an experienced programmer (you know one of those ones that keeps changing software house every five minues) or just selling your first game to a small software house, get in touch. The address is printed below. This has been an unashamed SU plug because we, like Mev, think the whole thing is a great idea. Thank you. Those interested write to: **The Society of Software Authors, c/o 32 Cumberland Mansions, Nutford Place, London W1H 6ZB.**

Full membership costs £250 but those who have not yet had a product released, is only £100. Check them out.

# OPERATION WOLF



Level 3

Level 1



**EAT LEAD SCUMBAG! AKKAKAKAKKABAB-BOOOBOOM!** This is unbelievable. I've just wasted 130 enemy troops in graphic detail and I still haven't had enough. This game is the sort of thing that gives pacifists nightmares.

**Operation Wolf** – in case you've just emerged from a viet-vet rehabilitation programme – is based on the rescue of a number of hostages who are being held by the "enemy". The screen is presented head-on, with the bad guys rushing in from either side of the screen and firing out at you.

You're armed with an Uzi, a grenade launcher and a limited supply of ammunition. The name of the game is lightning reactions and a happy trigger finger.

You find yourself right in the thick of things, even at the start. The first section of end mission (and the first load of 6 + or 48K machines) is the enemy's communications setup. You've got to blow the hell out of everything, ensuring that no word gets back to the main base of your impending arrival.

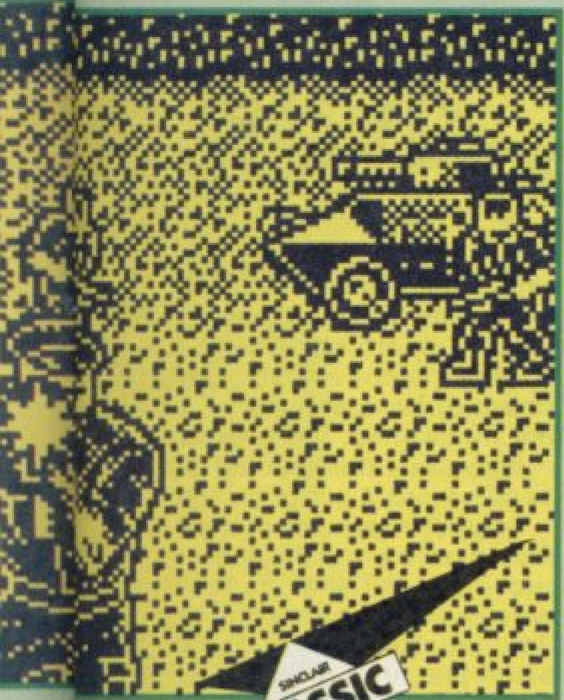
The goons aren't slow to pick up on your whereabouts and the screen will fill up with nasties before you can say Colonel North. There are about four different lateral planes (positions "into" the screen) for the footsoldiers ranging from right back in the distance to slap bang on top of you.

The right hand side of the screen is largely filled with information about your damage level, how many baddies are left on the level, your score etc.

Using the cursor which represents the sight on the gun



Level 2



There's also a real feeling of panic that sets in. It's so tough to keep the numbers of enemy troops down to a manageable level you end up losing any sort of strategy you might have planned beforehand. It is also possible to develop a disturbing degree of contempt for the other side and seethe about their victories for hours.

Along the way there are bonuses such as extra ammo to be had and things not to shoot, like innocent children etc. By far the best is the fabled Super-machine gun which endows you with firepower vaguely akin to an entire SAS team and you can clear a whole screen in seconds, firing at about twice the regular rate with no depletion of ammunition supplies.



Level 5

## Hints and Tips:

Keep firing! It's very unlikely that you'll run out of ammo – you'll probably get shot first.

However amusing it may seem, DON'T shoot nurses or children, as you'll incur damage yourself (fnar).

Always start firing on an armoured car immediately. It will do more damage when it turns and fires than a soldier can.



Level 4

you let the enemy have it with either a spray of bullets or a more effective but rarer – grenade. Did I mention the armoured cars and helicopters that you've got to contend with? Oh, well they need about ten hits each or one grenade before they'll go down.

Once you've given the other side what can only be described as a right good seeing to it's off to the next level. Each stage has it's own features like parachuting bad guys, boats, troops with armoured jackets etc.

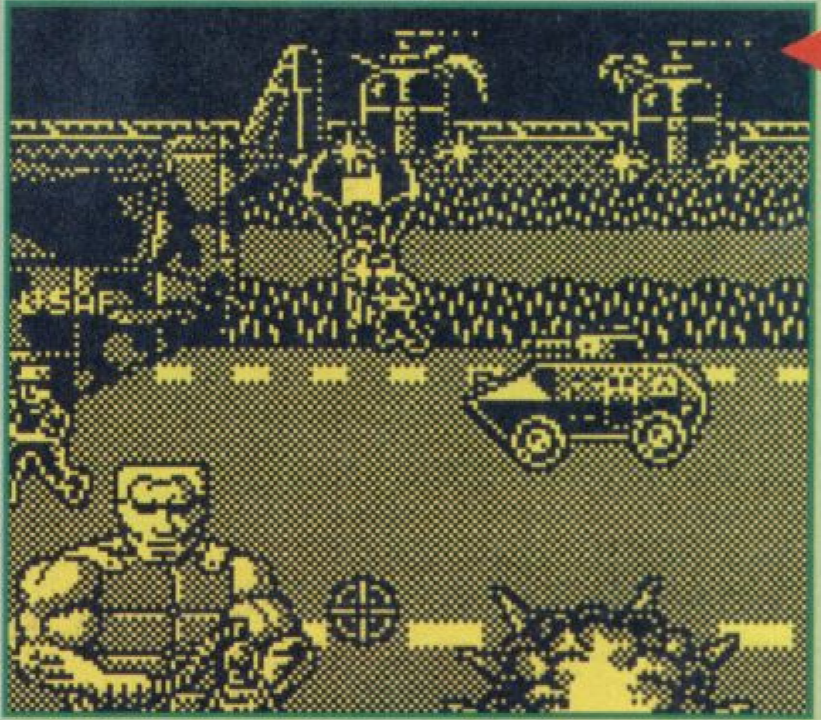
So that's the basic formula. What makes it so great? The graphics are fantastic. If you've checked out the demo on this month's tape you'll see what I mean. The scrolling never slows down, even when there are about ten guys on the screen at once.

While you score more points for ending up with a higher number of hostages at the end, any number will suffice. There's no point taking extra hits guarding a hostage when you've already saved four.

I found it virtually impossible to decide on a decent strategy. The grenades are so useful for clearing groups of soldiers that I invariably found myself trying to fend off end of level helicopters with the machine gun.

Fault-finding though it is, the sound is a tiny bit lacking in atmosphere. But for goodness sake...

It's undoubtedly a fantastic conversion of a marvellous arcade game. There's even a Continue option, available once per game which allows you to carry on the mission from the last level you reached. You'll need it.



Level 6

ARCADE REVIEW

## FAX BOX

**OPERATION WOLF** Label: **Ocean** Authors: **Andrew Deakin/Ivan Horn** Price: **£7.95** Memory: **48K/128K** Joystick: **various** Reviewer: **Jim**

| GRAPHICS | SOUND |
|---|---|
| 90 | 70 |
| 80 | 92 |
| PLAYABILITY | LAST ABILITY |

***Virtually flawless. Addictive, violent and unsound. One for everyone's Christmas list.***

OVERALL **90**

# COMPETITION




Great floppy masses of rubber thingies! It's the Spitting Image Game, the most vicious and scurrilous computer game yet from those pranksters at Domark (or from anyone else, for that matter).

If you've seen the scathingly satirical TV series, you'll know what the game is all about; taking the mick out of famous personalities from the world of politics, entertainment and the media. Stars of the show are the grotesque caricature puppets created by design team Fluck & Law, and now we're giving you the chance to win a hand-crafted Spitting Image model of yourself, worth unbelievably loads of money, plus lots of runners-up prizes!

Our winner gets: "A copy of the Spitting Image book, a Spitting Image Video, A pair of Spitting Image slippers.

Plus the chance to go on to the Grand Final. On Saturday 17th December he'll be invited to Limehouse Studios for a tour around the Spitting Image puppet-making factory, followed by the chance to take part in an Opportunity Knocks-style talent contest with winners of competitions from other magazines. The entrant who does the best job of reading out a script for the puppet character of their choice gets a Spitting Image puppet made of THEMSELVES!

If you're not lucky enough to get into the Grand Final, there are still plei 'y of prizes to be won from Sinclair User: 4 copies of the video, 1 pair of slippers; and 19 books.

All you have to do to enter is match up the famous catch phrases with the characters shown here. Ring the correct answers on the entry form, fill in your name and address, and send it to: Spitting Image Contest, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF. Closing date is November 30th, and famous political personalities may not enter.









A) Clint Eastwood
B) Prince
C) Ian Botham
D) Bob Hoskins
E) Michael Caine

1) Take that, you b*****d!
2) Go ahead punk, make my day!
3) Not a lot of people know that!
4) You're well out of order!
5) Purple rain, purple rain!

SPITTING IMAGE CONTEST ENTRY FORM

| | | | | | |
|---|---|---|---|---|---|
| A) | 1 | 2 | 3 | 4 | 5 |
| B) | 1 | 2 | 3 | 4 | 5 |
| C) | 1 | 2 | 3 | 4 | 5 |
| D) | 1 | 2 | 3 | 4 | 5 |
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MULTIFACE 1 has a joystick interface and works in 48K mode. MULTI-FACE 128 (not for Wafadrives) in 48 & 128K mode. Disciple and + D versions on request.
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'If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk." (Computer Shopper)
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# doshoffa joystic!

In the quest for greater mastery over the universe, Man has applied more and more sophisticated techniques to the design and manufacture of his machines. As technology advances, increasingly powerful devices become affordable, such that yesterday's luxury becomes today's consumer durable. Nowhere is this more true than in the market for joysticks, where techniques developed by NASA's space research program have been applied to manufacturing the most sophisticated control appliances in the world.

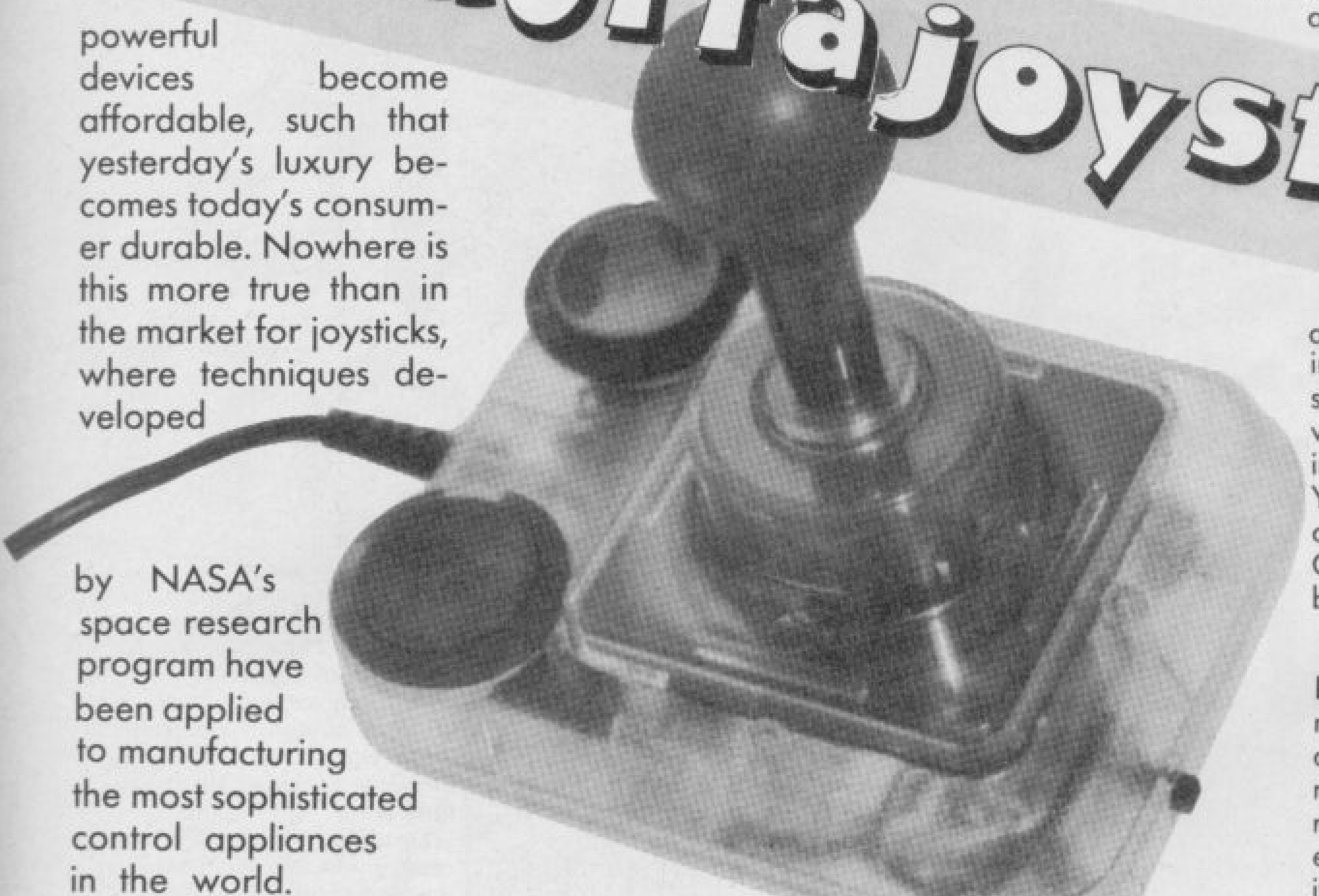
This is of course a wild exaggeration, but the fact is that joysticks do seem to be getting zappier and zappier, and the latest, the **Competition Pro Extra** from Dynamics, is one of the most sophisticated yet.

If you've seen the popular Competition Pro, you'll know that it combines precision engineering with high reliability and accuracy. The Extra is based on the same basic design, but with some extras.

For a start, the case is transparent, so you can see all the fascinating ghoulies inside. The big red knob is supported by a solid steel shaft, and there's a solid rubber ring to centre the stick. The control mechanism consists of four microswitches and there are two base-mounted microswitched firebuttons, suitable for left or right-handed operation.

There's a 1.5 metre cord so you don't have to sit hunched over the computer, and rubber base pads to stop the stick slipping on the table. At the front is mounted a three-position slider switch. In the up position the joystick operates in normal mode; in the centre, it provides autofire on games which allow it.

The lower switch position gives the unique Slow Motion mode. Here, the joystick's control output is actually slowed down, making it easier to steer ultra-sensitive user-controlled objects. Different games seem to react differently to this control mode, and you must also bear in mind that the stick is wired to work with an interface (Kempston standard or similar), NOT with the joystick ports built into the Spectrum Plus 2/3. You can, of course, use an adaptor such as the Cheetah to make this possible.



The **Competition Pro Extra** is a well-manufactured, accurate and reliable stick which will never let you down. Its gimmicks don't outweigh its essential strong design, and it looks great too.

# SPECIAL OFFER

Now that we've told you all about the **Dynamics Competition Pro Extra**, you'll be slavering at the knees wanting to get hold of one. Here, we can help you. We've set up a once-in-a-lifetime offer by which you can get a Competition Pro Extra for £12.50 including P&P, a saving of 20% on the normal price.

Just fill in the form, make out a cheque to Dynamics Marketing and send the form and your cheque to SINCLAIR USER JOYSTICK OFFER, Dynamics Marketing, Coin House, New Coin Street, Royton, Oldham, Lancashire, OL2 6JZ. Please allow 28 days for delivery. Offer closes 30th November.

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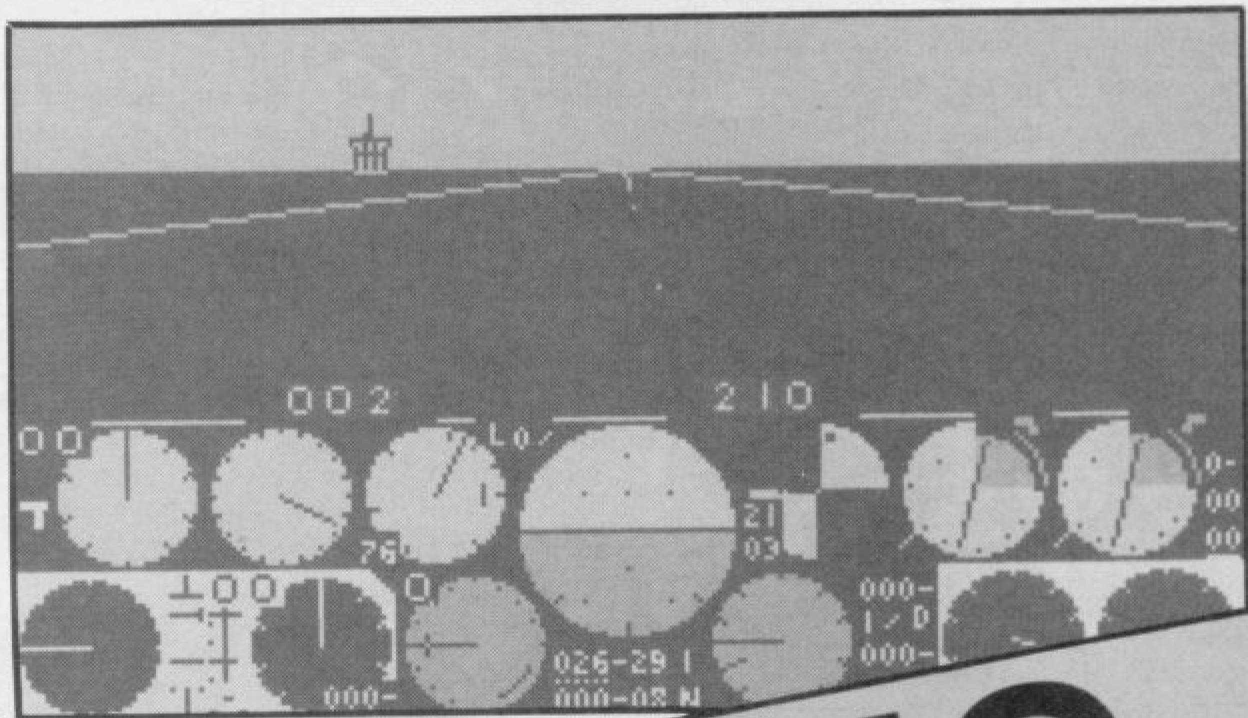
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# LIGHTNING SIMULATOR

Though not immediately apparent from its title, **Lightning Simulator** is in fact a flight simulator, or at least that is what it describes itself as. What it actually is is a rehash of the old PSION Flight Simulator with a new dogfighting catch and a built-in movie recording facility. All this for £1.99. Sounds like great value, but is it?

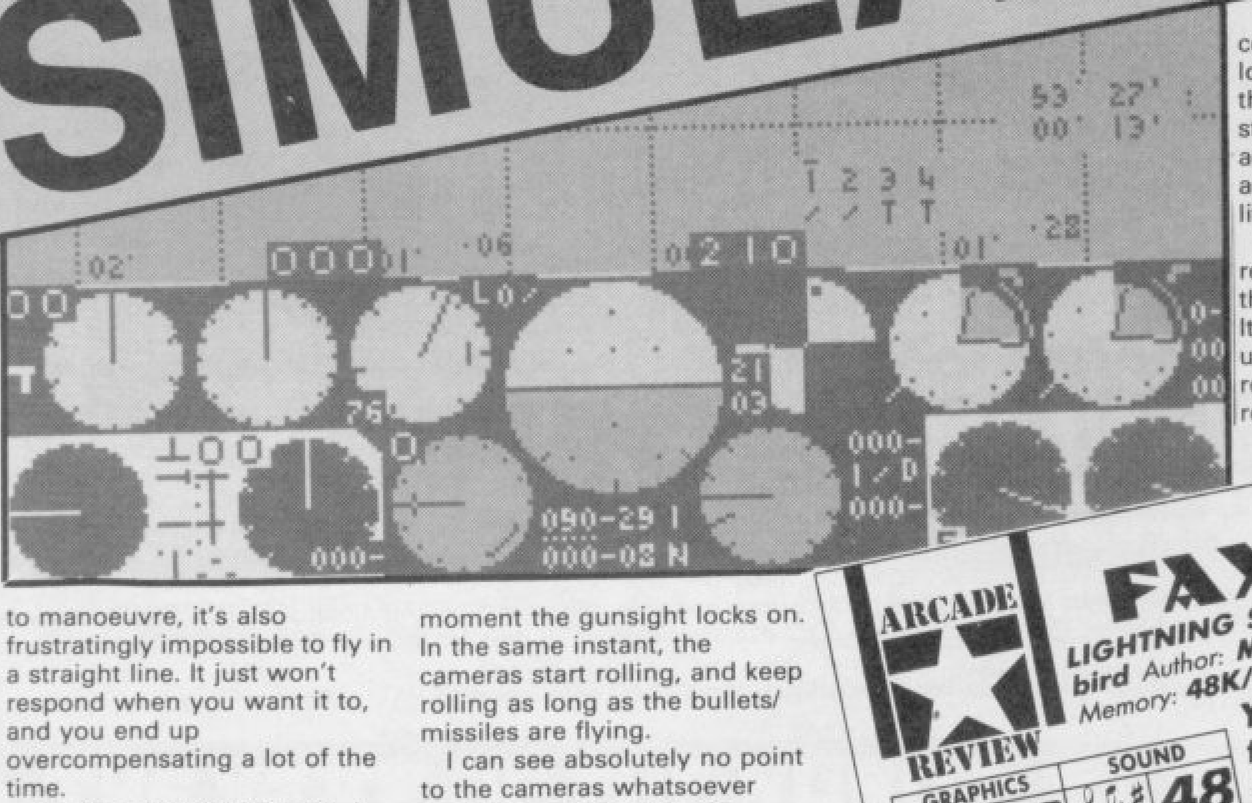
For a start, as a flight simulator, it falls short on realism by quite a long way. As there are no ground features other than runways and control towers (situated next to the runways) there is no feeling of movement. In fact, for a lot of the time, all you will see is a plain screen with a black rectangle at the bottom and a white or blue rectangle at the top. Or maybe not a rectangle. If I said this game was hard, I'd be selling myself short. Controlling this plane is bloody difficult. Not only is it amazingly difficult to manoeuvre, it's also frustratingly impossible to fly in a straight line. It just won't respond when you want it to, and you end up overcompensating a lot of the time.



Combat works quite well, I will say that. The vector graphics are quite fast and recognisable as what they are meant to represent. I.e. aircraft, tanks, etc. Unfortunately, there is very little in the way of reaction needed as far as the destruction of the enemy is concerned. The guns/missiles are automatically fired the moment the gunsight locks on. In the same instant, the cameras start rolling, and keep rolling as long as the bullets/ missiles are flying.

I can see absolutely no point to the cameras whatsoever apart from giving you the option of seeing that ugly S.O.B. blow up in a cloud of triangles in glorious slow-moving-o-vision.

Just in case you're worried about the lack of variety in most flight simulators, then worry no more.



**Lightning Simulator** contains 6 basic missions, with lots of room to alter all the usual things like wind direction and strength as well as being able to add a cloud layer and varying amounts of tanks, just to add a little spice.

**Lightning Simulator** doesn't really make any impression in the Spectrum games market. It's not a bad simulator, but unplayability and lack of realism don't make it anything remarkable■

## FAX BOX

ARCADE REVIEW

**LIGHTNING SIMULATOR** Label: **Silverbird** Author: **Michael Bauer** Price: **£1.99** Memory: **48K/128K** Joystick: **Kempston**

**Yet another run-of-the-mill budget simulator. Not a dodo, but there is better**

Reviewer: Tony Dillon

| GRAPHICS | SOUND |
|---|---|
| 72 | 48 |
| 35 | 67 |
| PLAYABILITY | LAST ABILITY |

OVERALL 68



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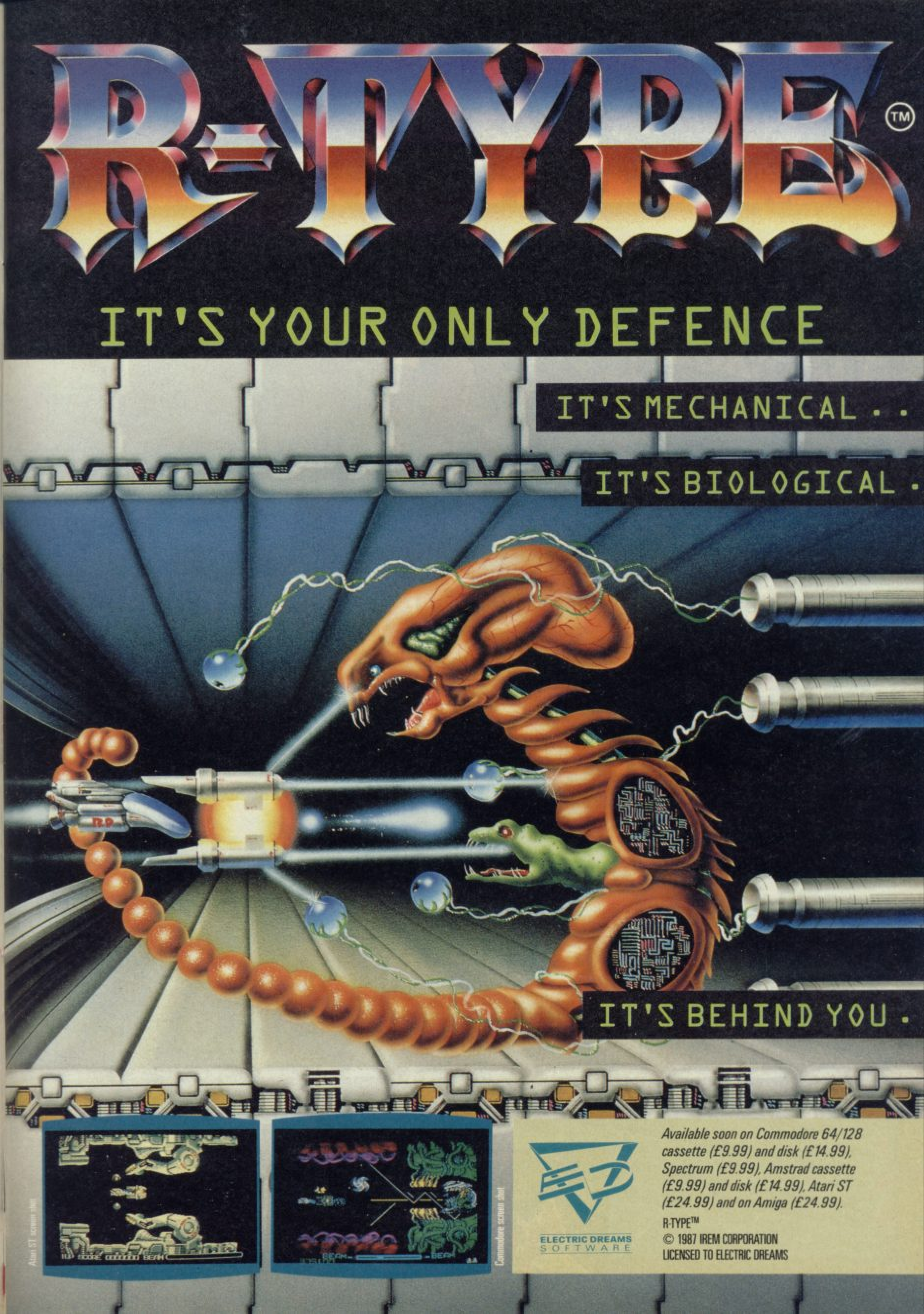
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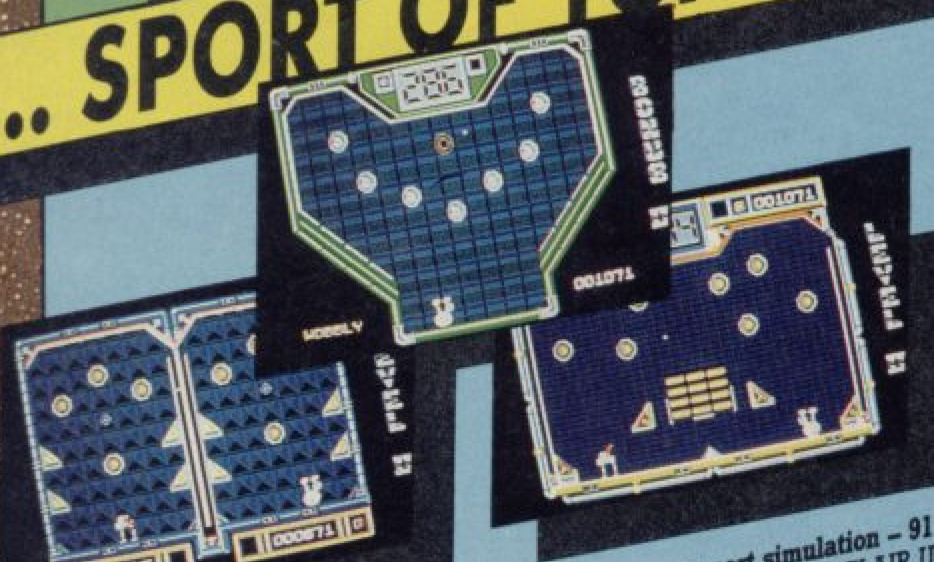

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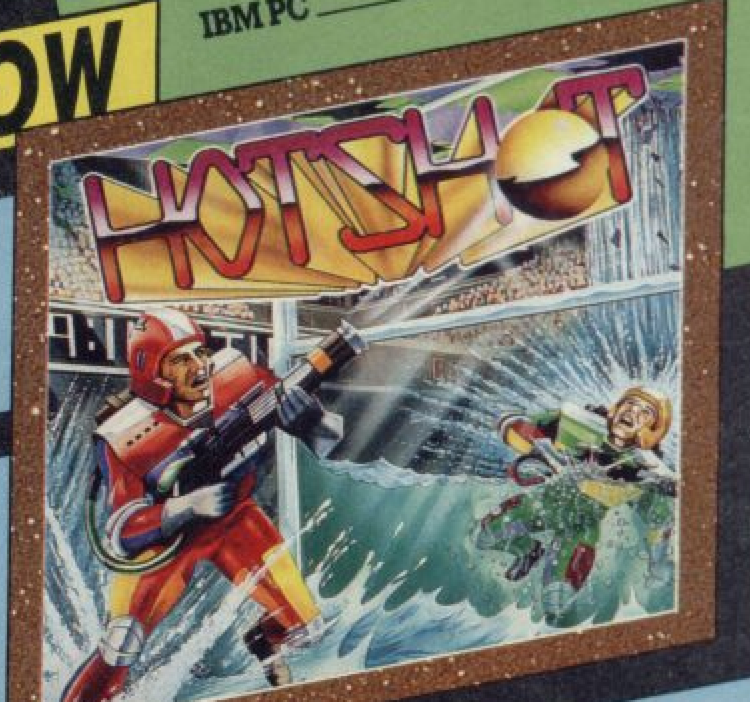
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## ... SPORT OF TOMORROW



Screen shots from Atari ST version.




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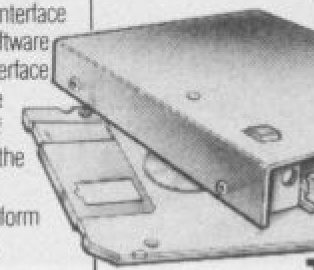
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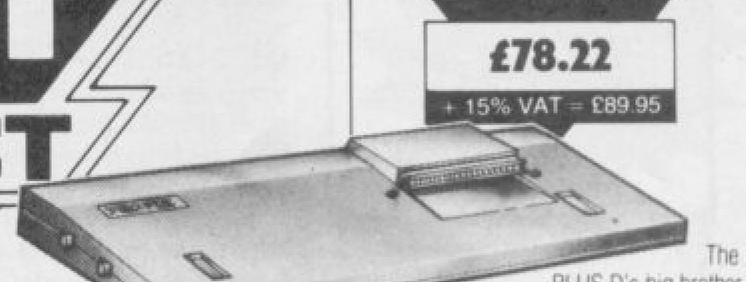


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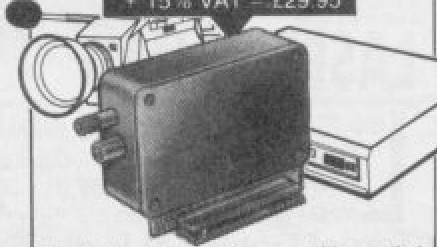
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|---|---|
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# SMASH OFFER

## 1

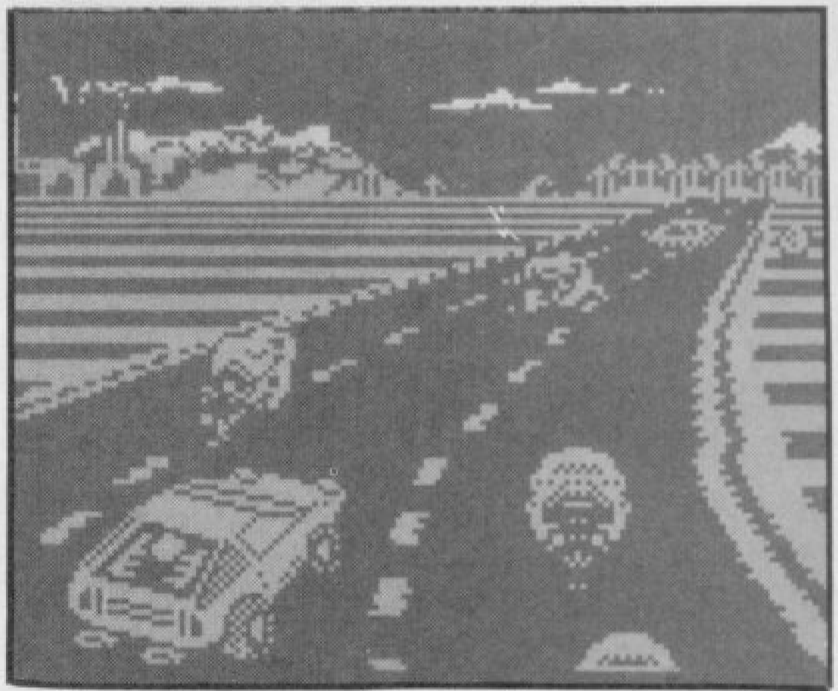
## ROADBLASTERS

Get your motor running. Head out on the highway. Yes, indeed. If you're looking for roadway thrills and spills, Roadblasters from US Gold is the game for you. It's fast, it's violent and it's dangerous. It's like driving in Clerkenwell.

Set in a futuristic nightmare world where petrol is the only valuable commodity and screaming-mad fiends race all over the world in search for more fuel.

You can tool yourself up with a wide variety of weapons in your quest to become the sole surviving driver in the whole world. Coo-er.

Sounds like a pretty flaming marvellous concept to us. Still, what with the world economy being what it is and the price of beer and fags ever on the up, you've got to make sure you're not making unnecessary spending frivolities, so cut out this coupon here and send it off to the address and you'll be able to play Roadblasters after only a few (28) days for a full £1.50 off the rrp (that's recommended retail price, fact fans). Can't be bad.



**£1·50 OFF** — SU SMASH OFFER

**ROADBLASTERS**

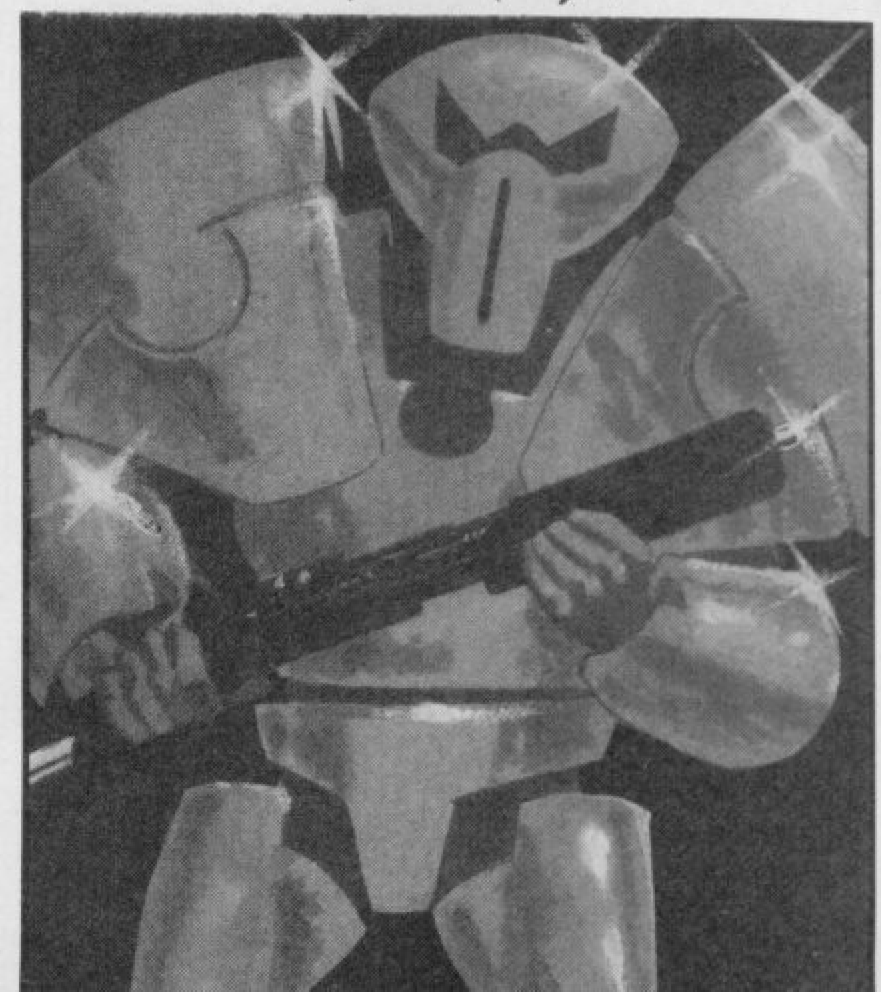
Send coupon (and your name and address) to: Roadblasters Smash Offer, US Gold Ltd, Units 2/3 Holford Way, Birmingham B6 7AX, along with a cheque/postal order for £7.49 made payable to: US Gold. Offer closes November 30th.

## 2

## LASER SQUAD

Laser Squad is a rather spiffy new wargame from Target Games. It is a two player game set in various locations. One player takes on the role of the bestly boss of a dodgy weapons firm who goes by the pretty ridiculous name of Sterner Regnix, while the other player controls the Laser Squad whose job it is to bump off the boss.

Laser Squad is reviewed in this issue by our very own Tony Dillon, who thinks it's an incredibly wonderful package, and who are we to argue. To make Leisure Squad even more appealing we've decided to let you save a whole £1.50 off the price (we are so generous – don't you just love it), so send your pennies off immediately■



**£1·50 OFF** — SU SMASH OFFER

**LASER SQUAD**

Send coupon (and your name and address) to: Laser Squad Smash Offer, Target Games Ltd, 19 The Rows, The High, Harlow, Essex CM20 1BZ. Don't forget your cheque or postal order for £8.45 payable to: Target Games Ltd. Offer closes November 31st.

# COMPETITION

# CHOPPER FRENZY



Feernarr! Yes indeed, readers. This is your chance to enjoy/endure the trip of a lifetime, flying over the sunny7 streets of London in a super soaraway Bell 206B Jet Ranger helicopter, accompanied by the sexiest members of the Sinclair User and Barrington-Harvey (snoot PR firm) too!

It's all in celebration of the fantasiticness of Martech, who are just about to release a whole sackful of extremely violent games, at least one of which is vaguely connected with flying.

Hellfire is a helicopter combat simulation (check out previews) with loads of combat and some marvellous looking 3D graphics.

Shoot-Out is another stonker (as they say in the trade) and Rex looks as if it could well be the splashiest most hateful alien blood-bath this side of Mill Hill.

Still, you want to know more about the prize, don't you? Well, you'll be escorted from the meeting point in downtown Battersea to a swish restaurant where you'll be wined and dined for hours on end, after which you'll be buffetted about in the helicopter and feel thoroughly ill afterwards. The trip is a sightseeing extravaganza and you'll BUZZ Westminster, SKIM the Thames and LAND later on.

In the unlikely event that you actually fall out of the chopper or get sliced to bits by the rota blades on take-off, there's a really hefty insurance scheme that you can claim on.

What you have to do: Since we don't want to give away this sort of prize to any old idiot, we want to have a blumming good look at you before we get into an enclosed space together. So. Send us a picture of yourself to the address below along with the completed coupon explaining why exactly you think you deserve such a marvellous prize. The two most normal looking people get to go in the chopper and a further 25 will get brillo water pistol things. Can't be bad.

COUPON:

I promise that I am in no way mentally unstable and won't start talking about aircraft crashes during the flight and I really want to go because.......................................................

.......................................................................................................

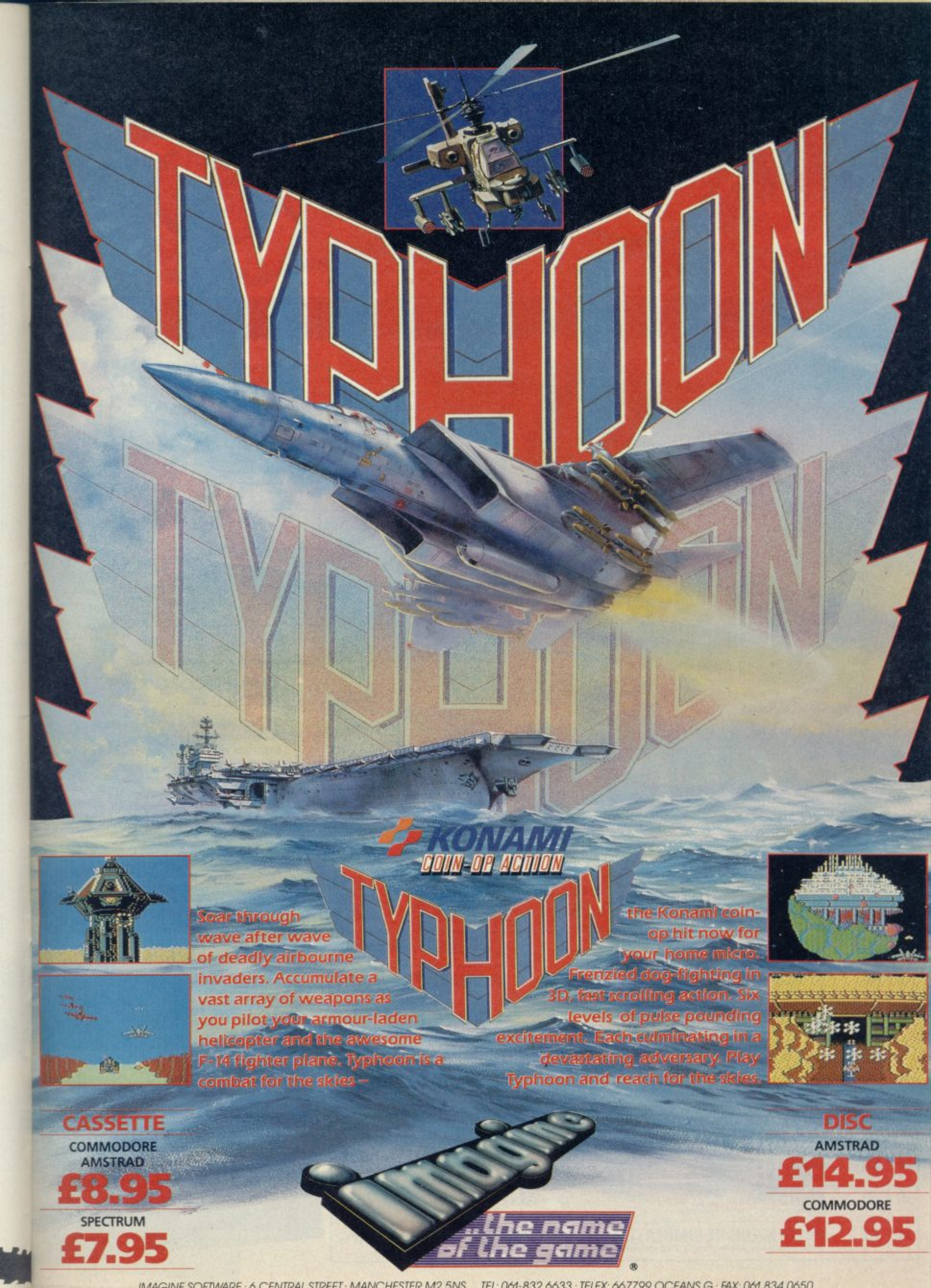
.................................... (complete in no more than 25 words)

Name:..............................................................................................

Address:..........................................................................................

.......................................................................................................

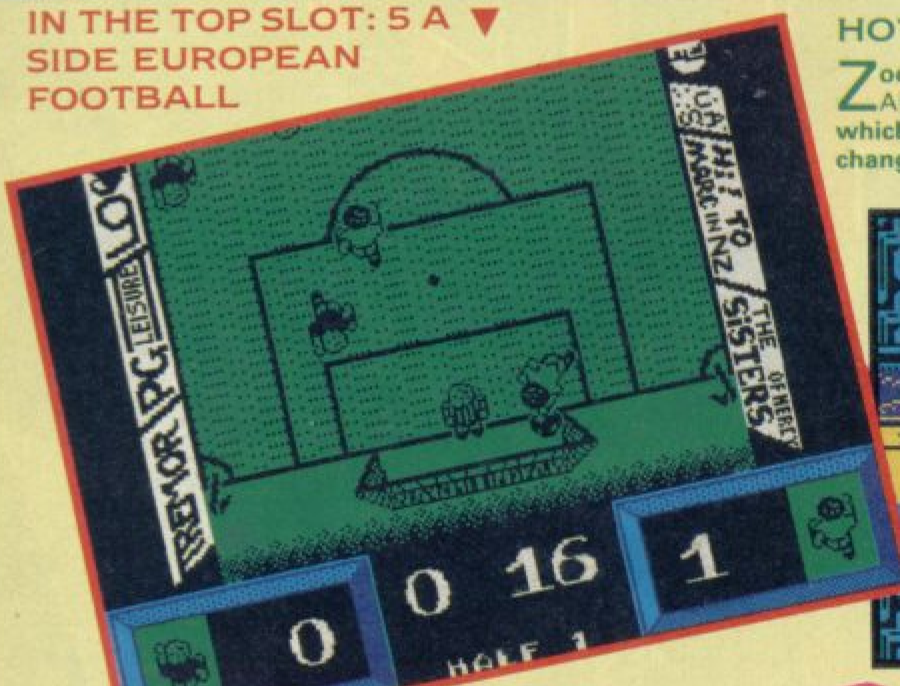
Send to: Sinclair User "Pick me! Pick me! I want to Fly!" Compo, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Compo closes November 30th. No employees of EMAP, Martech or PR companies of any description may enter, cos they're all too ugly and couldn't possibly win.



TYPHOON
KONAMI
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TYPHOON
Soar through wave after wave of deadly airbourne invaders. Accumulate a vast array of weapons as you pilot your armour-laden helicopter and the awesome F-14 fighter plane. Typhoon is a combat for the skies –
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# SU CHARTS

IN THE TOP SLOT: 5 A SIDE EUROPEAN FOOTBALL ▼




### HOT BUDGET ▼

Zooming chartwards is Alternative's Rally Driver, which would at least make a change from all the Codemasters sims. Firebird's Ninja Scooter Simulator, a contender for silliest title of the year, is also hovering, but will it go up or skid off into oblivion?




### CHART COMMENT – BUDGET

Getting down a bit after last month's all-action chart. The top two remain the same, and as usual the whole thing is dominated by Codemasters, Simulator series. To our astonishment, Fruit Machine Simulator crawls back into the chart. Die, monster, die!

# BUDGET 10

| | | | |
|---|---|---|---|
| 1 | (1) | **EUROPEAN FIVE-A-SIDE FOOTBALL**<br>Good, but not as good as it could have been | FIREBIRD £1.99 70% |
| 2 | (2) | **AIRWOLF**<br>Re-release of a fiendishly difficult arcade adventure | ENCORE £1.99 79% |
| 3 | (7) | **BEACH BUGGY SIMULATOR**<br>Not a simulation at all, more a left-right car game with dodgy graphics | FIREBIRD £1.99 60% |
| 4 | NEW! | **STUNT BIKE SIMULATOR**<br>Reasonable arcade action with unremarkable graphics | FIREBIRD £1.95 75% |
| 5 | NEW! | **BATTLESHIPS!**<br>Good fun, but more fun with pencil and paper | ENCORE £1.99 69% |
| 6 | (4) | **A.C.E.**<br>High quality combat flight simulation | CASCADE £2.99 78% |
| 7 | (6) | **FRANK BRUNO'S BOXING**<br>Unusual fight simulation, another re-release | ELITE £1.99 82% |
| 8 | (5) | **GHOSTBUSTERS**<br>Re-release of a not very hot title | RICHOCHET £1.99 70% |
| 9 | (3) | **YOGI BEAR**<br>Cutesy-wootsy Pirahna re-release | ALTERNATIVE £1.99 70% |
| 10 | RE | **FRUIT MACHINE SIMULATOR**<br>Surprisingly, the whole thing is idiotically addictive | CODEMASTERS £1.99 80% |



**COMPILED FOR SINCLAIR USER BY GALLUP**

# FULL PRICE 20

| | | | |
|---|---|---|---|
| 1 | (1) | **FOOTBALL MANAGER 2**<br>An improvement on the legendary game, plays brilliantly | ADDICTIVE £9.99 94% |
| 2 | NEW! | **ROAD BLASTERS**<br>Nice-looking coin-op conversion with both racing and shooting | US GOLD £8.99 81% |
| 3 | (2) | **TARGET RENEGADE**<br>Fast, exciting and terribly wince-making. Top notch | IMAGINE £7.95 92% |
| 4 | (10) | **WHERE TIME STOOD STILL**<br>Spectacular and enjoyable 3-D arcade adventure. | OCEAN £7.95 96% |
| 5 | NEW! | **TRACKSUIT MANAGER**<br>The managerial game your Speccy has been waiting for. | GOLIATH £9.99 93% |
| 6 | (3) | **OUTRUN**<br>As close to the original as anyone would expect | US GOLD £8.99 80% |
| 7 | (6) | **WE ARE THE CHAMPIONS**<br>Excellent selection of surprisingly recent hits | OCEAN £9.99 90% |
| 8 | NEW! | **EMPIRE STRIKES BACK**<br>Reasonable conversion of the ageing coin-op | DOMARK £9.95 79% |
| 9 | (5) | **BIONIC COMMANDO**<br>Acceptable though unexciting coin-op conversion | US GO! £8.99 70% |
| 10 | NEW! | **STREETFIGHTER**<br>Thoroughly impressive combat game, knocks Renegade for six. | GO! £8.99 120% |
| 11 | (8) | **KONAMI'S ARCADE COLLECTION**<br>10 spiffy arcade conversion, some a bit elderly though | IMAGINE £9.95 80% |
| 12 | (11) | **IKARI WARRIORS**<br>Somewhat old-fashioned Commando clone, but good fun | ELITE £8.95 70% |
| 13 | NEW! | **DALEY THOMPSON'S OLYMPIC CHALLENGE**<br>Graphically impressive but slightly samey sports sim | OCEAN £9.95 85% |
| 14 | (4) | **DARK SIDE**<br>Excellent large-scale 3-D adventure – unmissable | INCENTIVE £9.95 90% |
| 15 | (18) | **NIGEL MANSELL'S GRAND PRIX**<br>Graphically superb, but not especially exciting | MARTECH £9.99 70% |
| 16 | NEW! | **BARD'S TALE**<br>Complex but repetitive graphic adventure | ELECTRONIC ARTS £8.95 89% |
| 17 | (7) | **BUGGY BOY**<br>Graphically excellent roadrace, sometimes lacks excitement | ELITE £9.95 80% |
| 18 | (12) | **10 GREAT GAMES II**<br>Excellent compilation, don't wait 'til Christmas | GREMLIN £9.99 80% |
| 19 | NEW! | **MICKEY MOUSE**<br>Pretty but unsatisfying cartoon capers | GREMLIN £7.99 79% |
| 20 | (8) | **MATCH DAY 2**<br>A highly accurate football simulation | OCEAN £7.95 70% |

## CHART COMMENT – FULL PRICE

Fairly predictable stuff as *Road Blasters* powers its way towards the top, and the highly-praised *Tracksuit Manager* starts to live up to its Classic status. Will it knock *Football Manager II* off the top spot next month? Meanwhile, *Where Time Stood Still* inches higher, and there are some interesting new entries; *Empire Strikes Back*, which will sell well on name alone, *Streetfighter*, which is just fab, and *Daley Thomson on the Olympic Bandwagon*. Next month is anyone's guess.

## IN THE TOP SLOT: FOOTBALL MANAGER II HOT FULL PRICE

Lurking about a bit just outside the Top Twenty are the hideous aliens from Ace's *Alien Syndrome*. Expect to see that slurping higher next month, while coming up behind should be Psygnosis' *Barbarian* (not to be confused with Palace's B2, which hasn't yet put in an appearance. ▼




**SIMULATION**

| | | |
|---|---|---|
| 1 | EUROPEAN FIVE-A-SIDE | FIREBIRD |
| 2 | FOOTBALL MANAGER II | ADDICTIVE |
| 3 | A.C.E | CASCADE |
| 4 | FRANK BRUNO'S BOXING | ENCORE |
| 5 | FRUIT MACHINE SIMULATOR | CODE MASTERS |

**ARCADE**

| | | |
|---|---|---|
| 1 | AIR WOLF | ENCORE |
| 2 | BEACH BUGGY SIMULATOR | FIREBIRD |
| 3 | STUNT BIKE SIMULATOR | FIREBIRD |
| 4 | GHOSTBUSTERS | MASTERTRONIC |
| 5 | ROAD BLASTERS | US GOLD |



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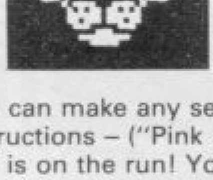


# Pink Panther



"Think of all the animals you've ever heard about, like rhinosorousntigercatsnmink..." remember that one? Well, since the **Pink Panther** cartoons have been on TV since the year yonk, and the Peter Sellers films seem to be on every holiday, you jolly well ought to remember the **Pink Panther** theme. Whether Gremlin's game will remain in the memory for that long remains to be seen.

Written by a German company called Magic Bytes, and suffering from a very poorly translated manual, **Pink Panther** is an arcade adventure with all the zany humour and graphic style of the cartoons. The Panther character himself is nicely done, and Inspector Clouseau pops up too. The supporting cast have the bulbous noses and rudimentary bodies we've come to know and love. Unfortunately, there's a good deal of colour clash when characters move in front of backgrounds – one case where it wouldn't have made sense to try using monochrome graphics (the blue panther?)



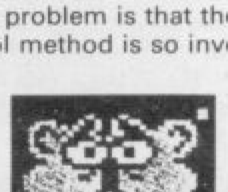
If you can make any sense of the instructions – ("Pink Panther is on the run! You are right, I am back indeed... even the inflatable hole has unhappy consequences for the inspector!") you'll figure out that the aim is to plunder five houses, and get away with enough loot to afford a holiday on a tropical isle.

Your first move, then, is to go to the supermarket. For each "job" you need an object which convinces your potential employer that you are suitable for the post of butler. For the first, it's a top hat, for which you have to hand over a certain sum of money. For subsequent jobs, you need a watch, a reference and a car, most of which you can only afford once you have completed the previous job.

From the supermarket you move to the employment agency where you choose your next job, then to the office where your employer interviews you. Come up with the right token, and you get the job.

The idea is that once you get into the house, you have to loot it without allowing your sleepwalking employer to wake up. This involves guiding him around the obstacles while you rush around picking up objects and avoiding the wily Clouseau.

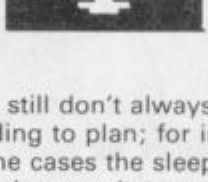
The problem is that the control method is so involved



and baffling, and the instructions so self-contradictory, that it's practically impossible to play the game.

Each room has a certain number of exits and entrances. It's easy to steer the Panther around, but your somnambulistic boss will bump into furniture and doorframes unless you guide him. You can do this in two ways; stand in front of him and raise your arms, in which case he'll turn around or ring a bell (which is the first object you pick up) upon which he'll follow you. It's harder than that, though; in some cases, to avoid obstacles you have to use other objects. To get over the bearskin rug, for instance, you have to get the springboard, put it in front of your slumbering boss, and let him leap over it.

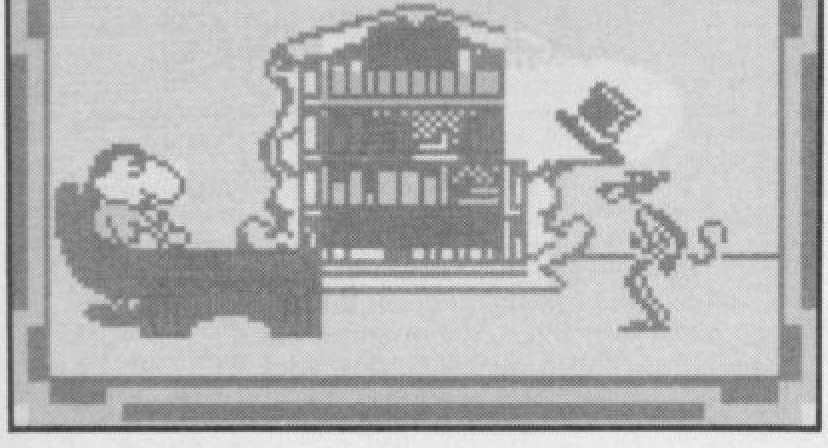
Despite the instructions and corrections to the instructions,



things still don't always work according to plan; for instance, in some cases the sleeper, rather than turning away from you and walking backwards, simply turns and runs into the wall, losing you the round. It's more than a little annoying.

Now, I liked the films and I loved the cartoons, but the game just doesn't cut it. the basic idea's good, but the gameplay's a turkey and if you can't play it, there's not much point in buying it just to look at the box, is there? A disappointment.





ARCADE REVIEW

## FAX BOX

***PINK PANTHER*** *Label:* ***Gremlin*** *Author:* ***Magic Bytes*** *Price:* ***£8.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

| GRAPHICS | SOUND |
|---|---|
| 69 | 30 |
| 48 | 49 |
| PLAYABILITY | LAST ABILITY |

***Disappointing game of the hip cartoon series***

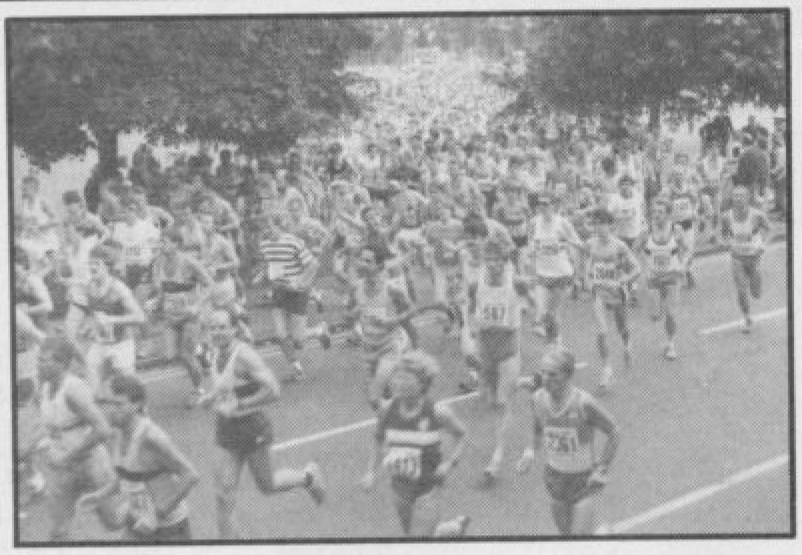
Reviewer:

OVERALL **51**

10 20 30 40 50 60 70 80 90

# RAMBOBLINDI

**Here's a collection of potty puzzles and jolly japes to keep you entertained in those long hours when your Spectrum is being repaired by Thos. Dixon & Sons Clockwork Repair Department**



## MYSTERY PHOTO

Look at the photo above and answer the simple questions.

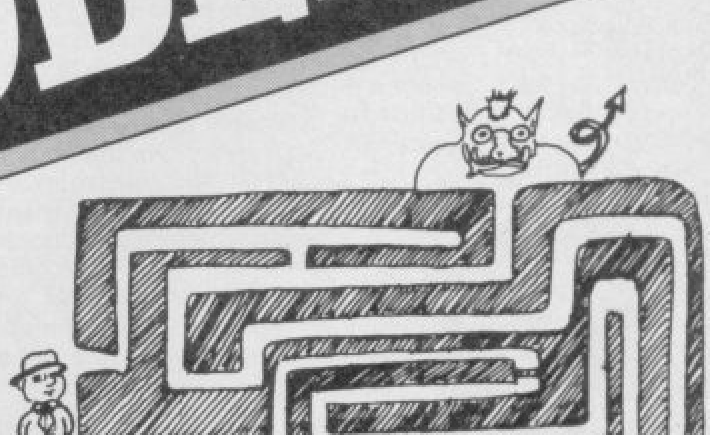
**QUESTION 1) How many people are there in the photo?**
**QUESTION 2) Name them.**

Write your answer on a postcard (or the back of a sealed antelope) and send it with a ten-pound note to "SU Staff Party Fund, Somewhere Exotic, The Bahamas." The Winner gets a can of tinned salmon and an evening out with Fiona Wright, or a lobotomy, whichever is preferable.

## CHANGE THE WORD

**Can you change the first word into the last, one letter at a time? To save you time we've done it for you.**

1 PRESS RELEASE
2 CODEMASTERS
3 MUTILATION
4 DARLINGS
5 DIZZY




## AMAZING MAZE

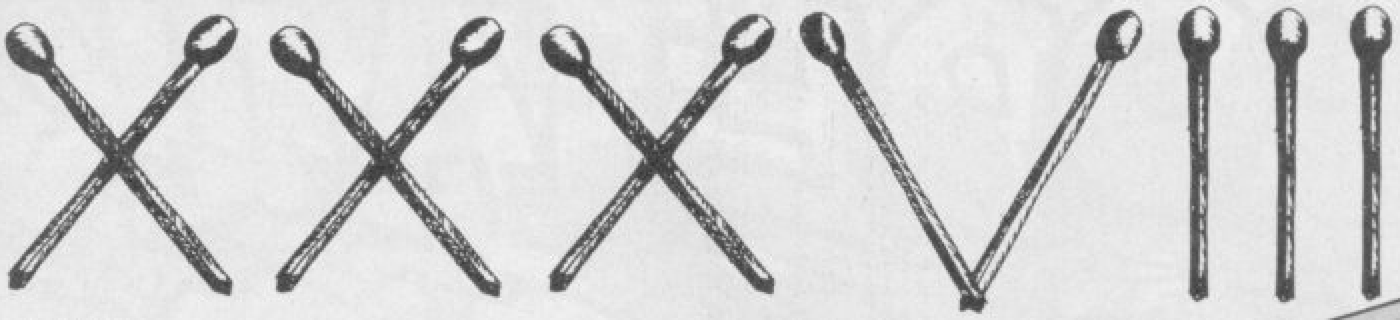
Mister Software (the fat blob) is desperate for some money – but it's hidden at the other end of the maze. Can you guide him past the awful Programmers, through the Forest of Packaging, around the Distribution Jungle to the pot of gold? If you can, maybe you should have been working for Power House, or Creative Sparks, or Imagine, or Macsen, or Beyond...



## FIND THE SPECTRUM

**There's a Spectrum hidden somewhere in this picture. Can you find it? If so, award yourself the pleasure of punching a postman in the mouth.**

# NGFABOCOMPO




## MATCHES

**By removing just one match, see if you can make the Roman numerals XXXVIII change into the word "bollocks". Make sure to practice with live matches.**



## SPOT THE DIFFERENCE

Our artist has made some tiny changes to the picture above. In some cases he's taken things out, and in some he's put things in. Can you spot all the changes? There are eleven in all. Ring them all on picture B, then do a little dance to celebrate.



## MATHS PUZZLE

A farmer plants eighteen thousand seed cabbages at 1s 6d three farthings each. Ten percent die in the winter. Nine hundred and fifty of the remainder are eaten by antelopes. Fifty percent of what's left grow in the Spring, and the farmer loses fixty-six off the back of the lorry on the way to market.

Question 1) Why is the farmer still using pre-decimal currency?

Question 2) Antelopes? Are you sure?

Question 3) Would the farmer have been better off trying to balance his accounts with a Spectrum, or with a scribbling block and a big crayon?



## JOIN THE DOTS

**Get your pen out and join the dots to form a picture of a well-known industry figure. When you know who it is, see how many words you can make out of the letters in his name. Take the number, divide it by the number you first thought of, and if your card is higher, shuffle the pack and replace your card. Your card is the Four of Hearts, and that's magic!**

# CODE TALK

**They're the crazy, red-nosed jesters behind Domark's** *Spitting Image* **game. They're Manchester's mega-talented programming team from Walking Circles, and they have plenty to say about Ken Russell, Bonny Langford, Manchester City and Margaret Thatcher. Over to the two Daves, Fish and Beresford...**



## WHOTSIS WALKING CIRCLES BIZ THEN?

Walking Circles used to be called Design Design, but the chap who owned the rights to the name left, so about a year ago it became Walking Circles. A lot of the same people are still there, and the two Daves both started working there around the same time. Dave Fish (20, 40-34-56) does the graphics, Dave Beresford (22.5, wants to work with children) does the coding.

## FISH, WHAT'S THE GAME YOU'RE MOST ASHAMED OF?

Er, my fist one, **Nexor** (an Ocean title which ended up bundled with the early Plus 3s). There were a lot of things on that which, er, could have been better. But since then I've worked on **The Living Daylights** and **Nosferatu**, and **Spitting Image** is going to feature the best graphics ever seen on a home computer (plug plug).

## BERESFORD, WHEN'S IT GOING TO BE FINISHED?

When we run out of memory. I tend to just keep sticking things in until I run out of space, then keep the good ideas in. I've done most of my work in the past on the Amstrad which gives you a bit more memory and slightly better graphics to play with. I'm a self-taught machine-code programmer, and the sort of games I like most are shoot-'em-ups like **Salamander** and **Dropzone** (CMB 64). I can't stand anything to do with trading or adventuring.

## ENOUGH OF THAT, TELL US ABOUT YOUR DR WHO BOOKS, FISH

Oh yeah. I've got over 100 of them. They've only got a few more to do and they'll have done the whole of the first twenty years of the TV series. I like them because they're so badly written! Well, they're not all that bad, but I'm dreading the start of the next series. Thank God they've got rid of Bonnie Langford anyway.

## WHAT ABOUT THE SPITTING IMAGE GAME, THEN?

It's a combat game where two world leaders can fight to the death, but there's a lot of humour in the graphics and the action. At the moment I'm surrounded by hundreds of sketches of Spitting Image puppets, and I'm busy making drawings, converting them into sprites with a custom design utility, and doing the animation by editing the sprites. It's all pretty straightforward but time consuming, like cartoon animation. I went to art college (for about a week) and did a YTS electronics course, which I thought qualified me as a Z80 programmer, but of course I couldn't do it. But when I applied for the job I was taken on to do graphics.

## IS IT PARTI-CULARLY CHALLENG-ING, BERESFORD?

No. But then, we haven't written the artificial intelligence routines for the combat sequences yet.

## SO WHAT DO YOU DO TO DISTRACT YOURSELF FROM THE STRESSES OF WORK?

I play snooker, read Steven King books, and watch films. I've just seen **Hellraiser**. I thought the effects were good, but the plot was a bit woolly. I also saw **Salome's Last Dance**, which is by Ken Russell and is a bit like, er, a Ken Russell film; and **Gothic** which is pretty weird as well. Apart from that, I like food — I never eat anything else — and driving my 1700 Marina Estate. If I had a car that cornered better I'd do more than just drive it the two miles to and from work.

## FISH, ANY LAST WORDS?

Yeah, Man City for the cup. They beat Chelsea the other day, and I'm hoping they'll get promoted.

# GAME OVER II

Who remembers **Game Over**? Everyone. Why? Booby artwork. Thoroughly forgettable game. Not quite the same story with the sequel. Nearly, but not quite.

Your old drinking partner, Arkos the scientist, has been banged up in the intergalactic nick by the forces still loyal to Gremla (the shocking tart adorning the front of the box). It's up to you to free him.





There are a couple of stages in **GOII**. You kick off in a fighter spaceship on an apparently impossible flight towards the centre of the aliens' prison complex. You can't move too quickly, so you'll have to get an angle on the aliens' attack waves if you're to stand even the slightest chance of getting through.

Graphically things are pretty low-level. There has been absolutely no attempt to minimalise attribute clash and – with the exception of the explosions, which are great – it's a teensy bit basic. Still, there's no shortage of action. You can blast away quite successfully with your laser and enter into some reasonable skirmishy-dogfights with the bad guys.

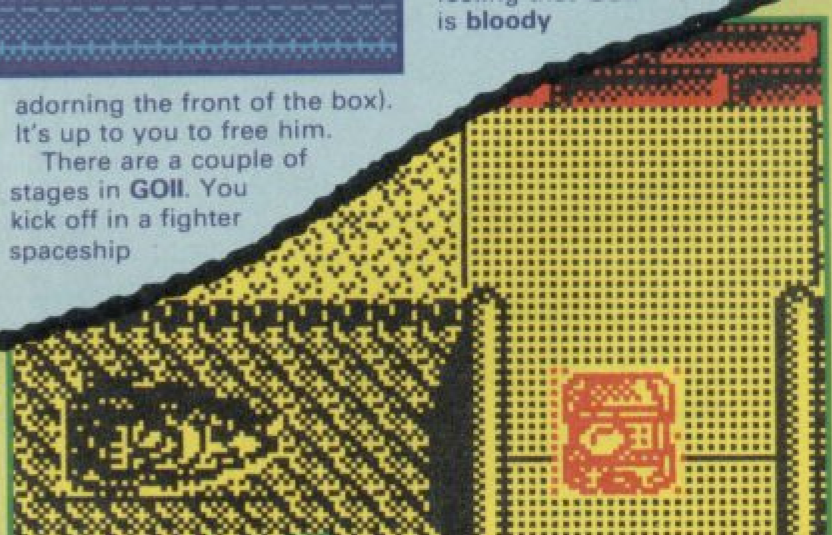
The screen scrolls from right to left with the standard fare; asteroids, stars etc. After a period of time you'll find youself in Zone 1 where there's a floor to crash into and life becomes unspeakably difficult. Huge red balls shoot up from craters in the rocky surface and do their utmost to collide with you. Owing to the plain obstinacy of your ship on the movement front, you need to predict when one of these guys is about to appear, rather than merely reacting when one pops up.

As well as the red balls, blue bubbles fall from the top of the screen and hamper your progress. There are a number of aliens, too, which fly up from behind you and smash you to bits.

If you're picking up the feeling that **GOII** is **bloody impossible**, well, you wouldn't be far wrong. It's all a bit erratic. The action is all







ARCADE REVIEW

## FAX BOX

**FERNANDEZ MUST DIE** *Label:* **Image Works** *Author:* **Probe Software** *Price:* **£8.95** *Memory:* **48K/128K** *Joystick:* **various**

***Unremarkable variation on the*** *Commando* ***theme***

| GRAPHICS | SOUND |
|---|---|
| 48 | 68 |
| 64 | 63 |
| PLAYABILITY | LASTABILITY |

Reviewer:

OVERALL **63**

"Tora tora tora! Scream and die, right-wing anarcho-syndicalist lackeys of the bourgeois counter-revolutionaries!" Or at least, that's what they would have called the game if they could fit it on the box.

The fact is that **Fernandez Must Die** is not the searing examination of South American revolutionary politics you might assume, but a relatively straightforward Commando-style scrolling-and-shooting game which fails to live up to its promise.

The original game design was produced by programmer Tony Crowther (remember him?) and David Bishop. It's brilliantly original; "You move around the screen shooting things. Thank you Mr Maxwell, can I have my £2000 now." I could have done that. You could have done that. Anyone with a bit of sense would have come up with an original idea instead.

Anyway, we're left with a top-down view of a large playing area, represented largely in monochrome. Your character, and the odd passing aeroplane, are coloured red, with the result that a charming little square of attribute clash follows you everywhere you go. It would have been smarter to leave the colour off altogether, but apparently the number of moving objects on screen made it impossible to keep track of your character without a dab of colour to help you.

Your task is to rescue prisoners, destroy enemy emplacements and wipe out the eight members of Fernandez' vicious military government (or junta, as Mirrorsoft love to say with a heavy South American accent).

As you progress up the screen – which flips disconcertingly onto a new area every so often – you will be attacked by enemy soldiers,



there, but your spaceship is too big and you keep crashing into things. The aliens rarely pose much of a threat, except in unfair caught-up-the-backside sort of ways. It took me ages and ages to get through the open-air bit and 2 seconds to clear the following underground chamber section.

Zone 3 of the first part is the weakest point of the whole game. You climb down from your spaceship and climb aboard an absurd space-ostrich. Here you've got to walk along a riverbank combatting galactic toads and suchlike with an extremely hopeless boomerang item.

At the end of this stage, you are endowed with the mystical secret code number of Dinamic which lets you load and play Part 2, which is a whole lot more interesting. Map and explore, pick up items and gradually work your way towards the scientist (the one you're rescuing – remember?)

**Game Over II** is by no stretch of the imagination a great game, but there is lots and lots of it, and there's quite a bit of variety too. Coupled with the fact that you get the first game **Game Over**, imbecile – on the B side of the disc, it's worth a look, but don't expect lasting appeal■

**ARCADE REVIEW**

## FAX BOX

***GAME OVER II** Label: **Dinamic** Author: **In-house** Price: **£8.95** Memory: **48K/128K** Joystick: **various***

| GRAPHICS | SOUND |
|---|---|
| 60 | 30 |
| 65 | 60 |
| PLAYABILITY | LAST ABILITY |

***Above average sequel. Worth a look as a bumper deal with Part 1***

Reviewer: Jim Douglas

10 20 30 40 50 60 70 80 90

OVERALL **62**



tanks, planes and boats. The soldiers are easy to knock off with a single shot, and the tanks and boats can be destroyed with a grenade if you hold down the fire button. Passing planes drop fast-moving, target-seeking paratroopers, which you'd be well advised to avoid, but they also drop ammunition supplies and red cross parcels, which do no end of good for your weapons level and energy status. You can also jump into jeeps, and drive them merrily up the screen running over soldiers, though eventually you'll have to disembark as you come to unpassable obstacles.

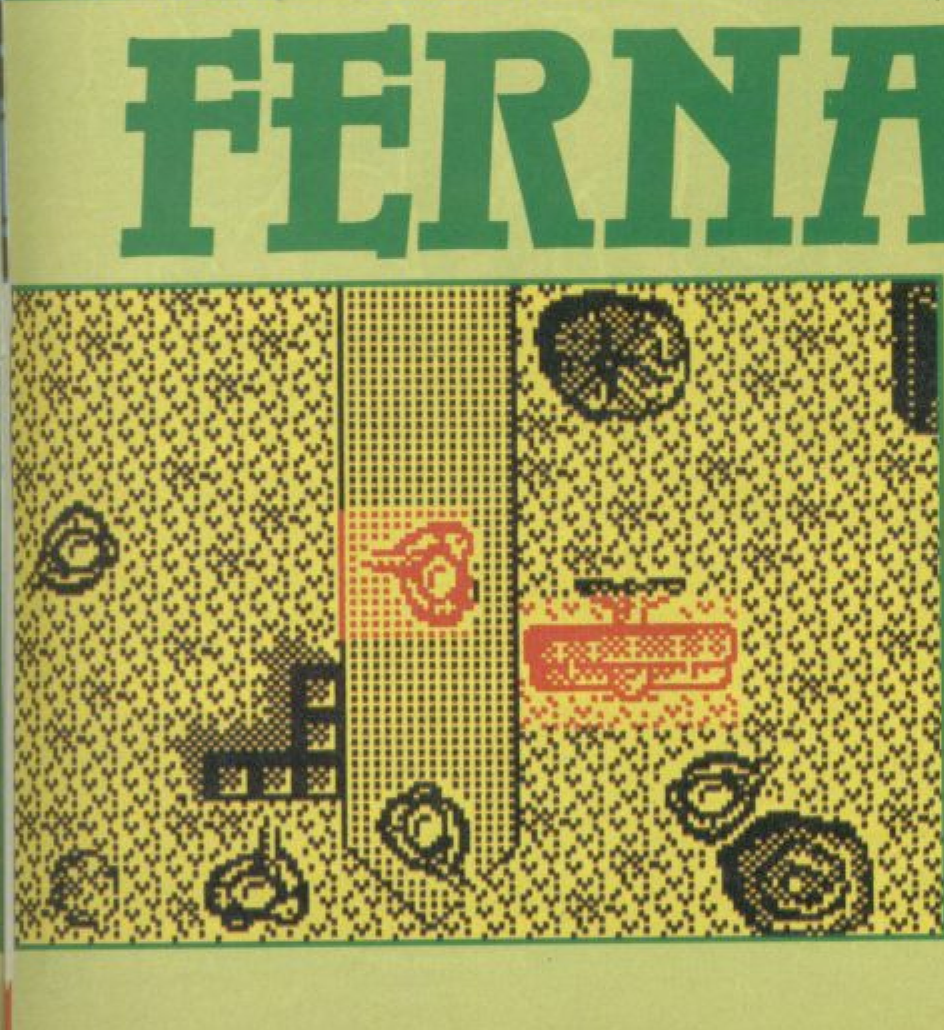
It should be said that the 128K game music is excellent, though the optional sound effects are only average.

To help you in locating the eight command posts, you have a map display. This can be accessed by pressing 1, and shows the posts and connections between levels. The connections are via side doors, and blasting your way through gets you into a fortress. Here you have to shoot fast to keep off the guards, and free prisoners from wall cages using your grenades. Freeing prisoners gives you a points bonus, and by exiting the fortress on the opposite side you can move to another area of the map. There's not much variation to the game, unless you count the excitement of blowing up the odd building to see if there's any ammunition in it. The background graphics are pretty poorly designed, with hills resembling cowpats and land-mines like blancmanges.

Fernandez would be a pretty good budget game, but for a full-price title you expect something more than a re-hashed Commando clone with dull graphics■

# FERNANDEZ MUST DIE





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# Grand Final The Worst Games

**We asked for them – and you provided them. Never slow to respond to a challenge, SU readers performed beyond all expectations in our** Worst Game in the World **contest. They weren't just bad – they were unspeakable.**

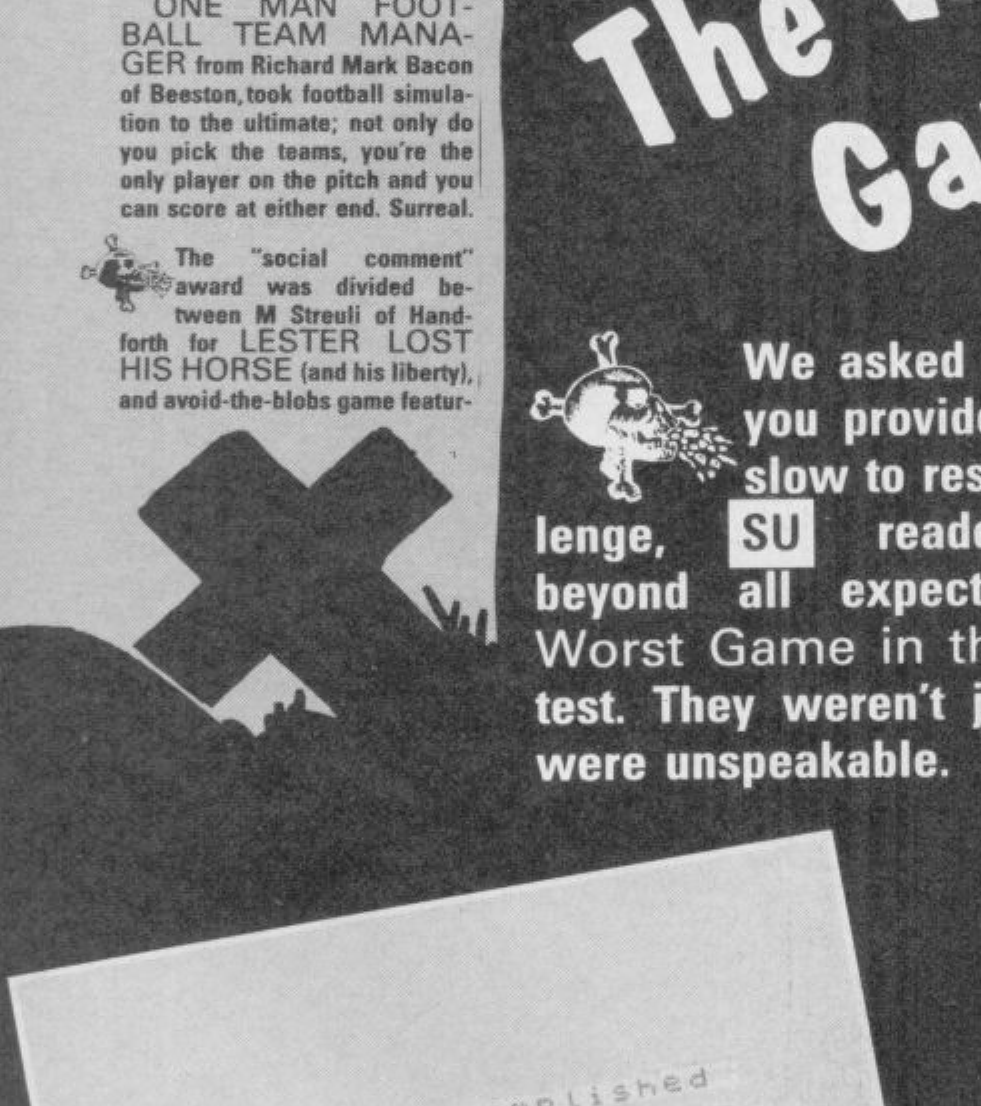
**As you'll remember, the challenge was to write a game in Sinclair Basic. But it wasn't to be any ordinary, good game; we wanted complete dinosaur doo, the sort of thing you would have expected to find on compilation tapes three years ago. And that's what we got. Hundreds of them. It's hard to select the worst from such a selection, but let's sort through the slush pile and look at some of the titles which caused the most hilarity at SU Towers.**

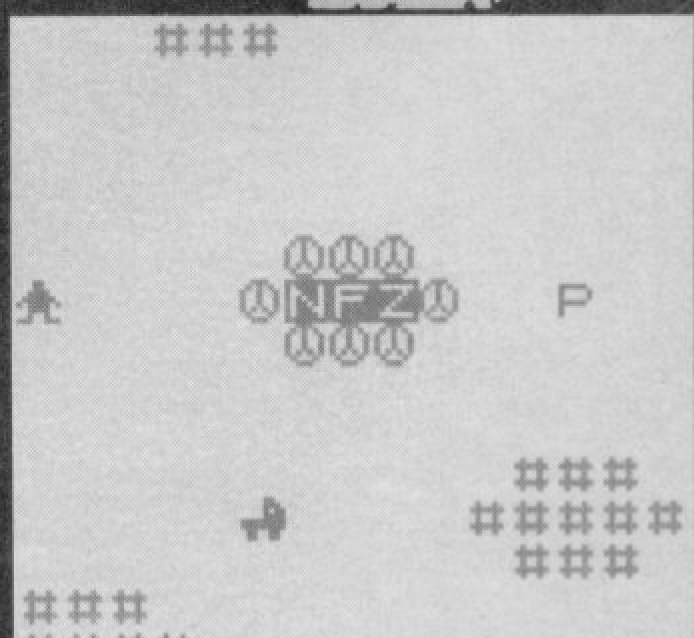
ONE MAN FOOTBALL TEAM MANAGER from Richard Mark Bacon of Beeston, took football simulation to the ultimate; not only do you pick the teams, you're the only player on the pitch and you can score at either end. Surreal.

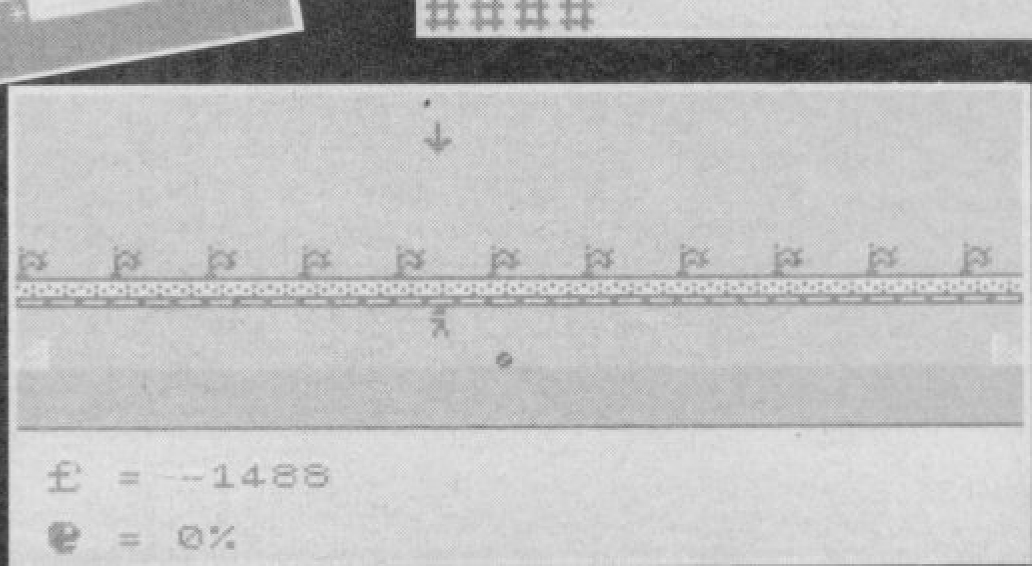
The "social comment" award was divided between M Streuli of Handforth for LESTER LOST HIS HORSE (and his liberty), and avoid-the-blobs game featuring the famous jockey and tax-evader; and NUCLEAR-FREE ZONE from Mark Gale of Ipswich, in which you have to steer a vanload of radioactive crud away from your town, while avoiding the nuclear death-spots and hostile policemen. Right on.

Back to straightforward zaniness, and HI-LO from Michael Rooney walked away with the non-existent prizes. This card game, in which you have to guess if the following card is of a higher or lower value, was marred largely by the fact that the same card always comes up, and whatever you guess you're told that you've lost. Big points for gameplay, Mike.

Lots of entrants depended on a silly title, without managing to make the game itself notably silly. We were particularly taken by MUTANT SHOP ASSISTANTS AT THE EDGE OF TIME from James Backhouse of St Albans; INVASION OF THE MUTANT KILLER WHIPPETS FROM MARS by Paul Austin of Northampton; ATTACK OF THE HORRIBLE HOSTI-



LE WORM THINGIES from Elton Bird of Bracknell; ATTACK OF THE MARSHMALLOW THINGIES by Gareth Long of Grimsby; KAMIKAZE HEADBANGER TRAIN ATTACK by Karl Johnson, in which you have to head-butt steam engines; and APPLE EATING FERRETS FROM MARS by Neil Gorin of Stevenage.

A good showing, too, for simulators. Codemasters take notice; JUMP OFF A CLIFF SIMULATOR from Kieron Gillen of Stafford has a charming simplicity; PRO TRAIN CRASHING SIMULATOR from Stephen Piers of Morecambe offers the useful facility of being able to specify in advance what you want to score; while ADVANCED CAR-WASH SIMULATOR from Carl Richardson of Hemel Hempstead captures all the excitement of automotive valeting services.

Younger games players were fairly well catered for; THE MOVING RIGHT AND LEFT GAME from M Lorimer was about as simple as you could possibly require, while HARRY THE BABY SAVES THE WORLD WITH HIS AMAZING WATER PISTOL won the prize for longest title for James Price of Consett. We loved the killer ducks.

Another entrant in the Long Title stakes was JET SET HARRY GETS PSSST WHILE SKIING IN THE JUNGLE, a value-for-money compilation of four awful scrolly games from Richard Ambridge and Jonathan Parker of Cowes. We also liked BILLY AND HIS PURPLE FLARES, a morality tale for the fashion-conscious in which young Billy is biffed by bovver-boys as he makes his way home in his unusual bags. Well done, Richard Bradwell of Willington, where flares are obviously still the in thing.

We're getting to the cream of the crap now. BROS – THE COMPUTER GAME from N Darwin of Herne Bay allows you to steer the pop grebos through the ups and downs of the music industry, spending money on singles and albums, aiming for a high chart position and even making videos (see those UDG's dance!) Almost up to Firebird standards, this one. We liked WORLD WAR III SIMULATOR from Mark Borland of Ayrshire so much that we spent hours re-writing it so that it made sense. All you have to do is try to intercept incoming missiles by choosing a trajectory for your AMMs; miss and it's all over. Beautifully simple.

We also gagged over DEATHTRAP, from Martyn Carroll of Stoke-on-Trent. This brilliantly awful arcade-adventure with animated graphic sequences sets you on an Iran Airlines plane full of deadly spiders, terrorists and a Skoda 4x4.

We were most entertained by NEIGHBOURS from Mark Willims of Cambridge. The "official TV licence" (are you sure about this, Mark?) features all the most popular characters from the hit soap – or at least, little blobs representing them. Awful. We look forward to the sequel, the imaginatively-titled Neighbours 2.

Our collective fancies were also tickled by 1944 –THE YEAR AFTER THE YEAR AFTER, by Dan Hinton of South Oxney. Trouble is, this bottom-to-top scrolling dam-bombing game was altogether too good to win the prize.

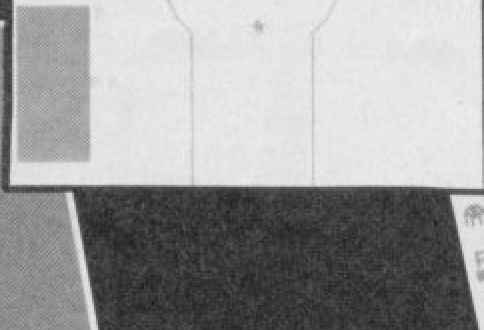
This one has a sort of horrifying fascination because it's topical, awful, yet playable. OLYMPIC GAMES SIMULATOR from Tom Fahey of Romsey came complete with a keyboard overlay and detailed instructions, claiming to be "simply the most sophisticated software ever to grace the Spectrum".

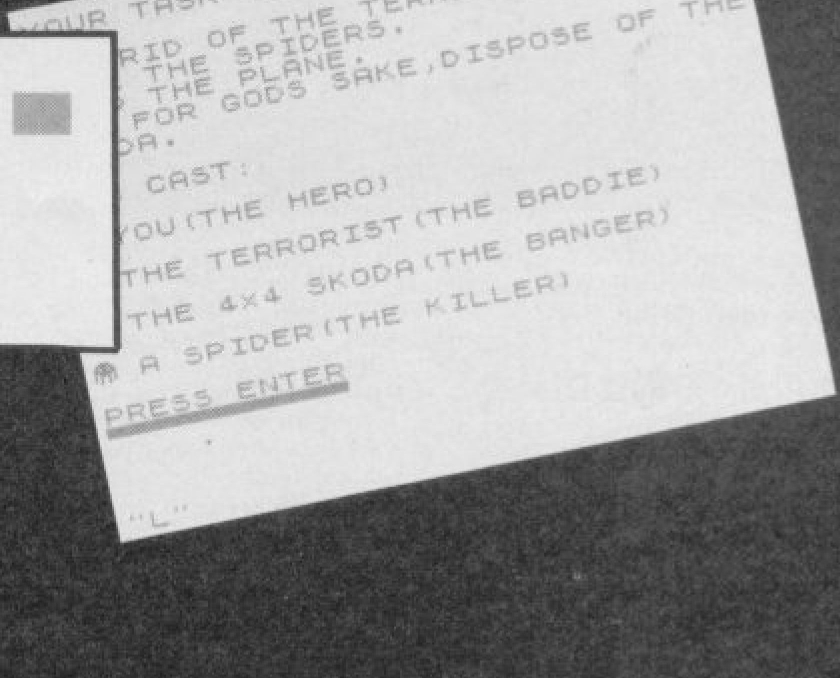
Despite the fact that it boasts several events, such as synchronised swimming and pole-vaulting, you'll find they all bear a remarkable resemblance to SQUASH THE HEDGEHOG. Your little hedgehog has to surround the vicious hammer with his trail before he gets mashed. Picking up medals slows down the hammer, and you get a bonus for capturing the hammer quicker.

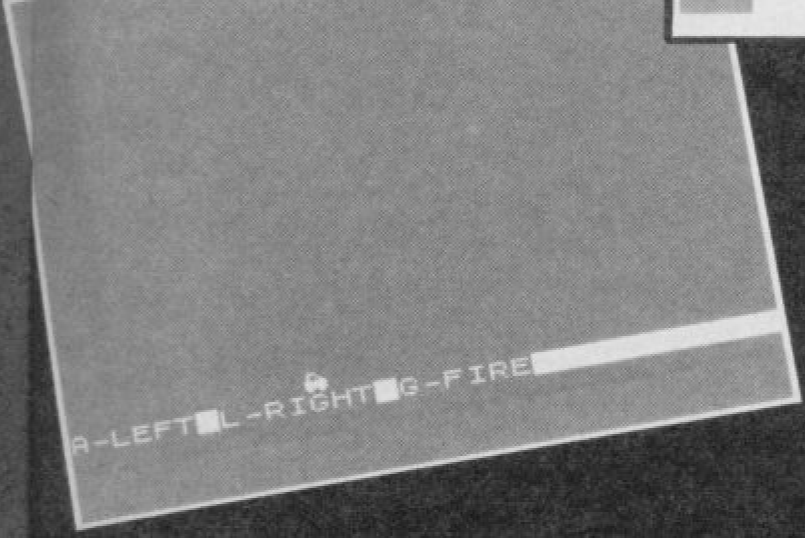
Tom Fay's OLYMPIC GAMES SIMULATOR (SQUASH THE HEDGEHOG) will appear in all its glory on a forthcoming Megatape, and Tom wins the £50 dosh plus a blow on the head.





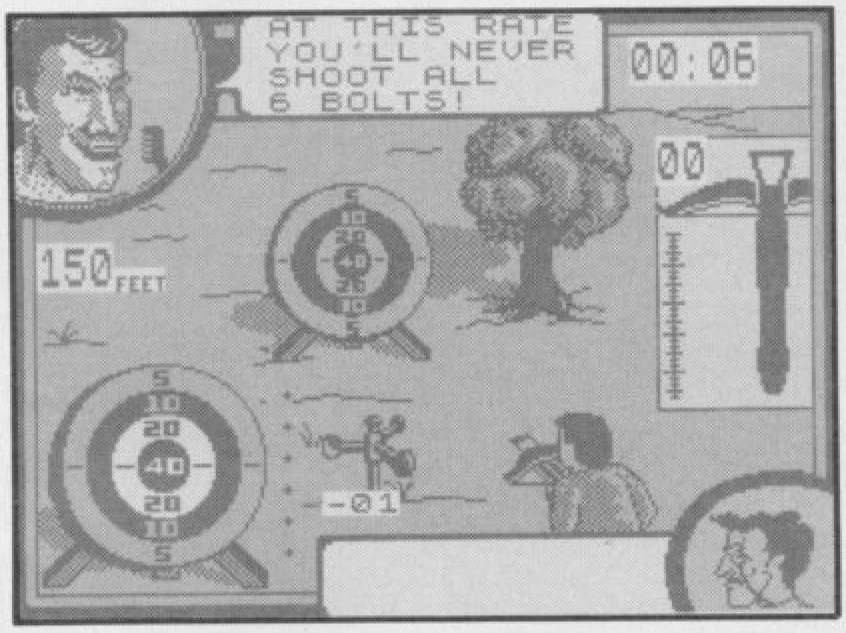


# SUPER SPORT

Well I guess that no one should be surprised that what with all those people running about taking steroids at seul, er sole, um seule it's not very surprising that we should be seeing a fair few sports simulations at the moment. Next up is **Supersports The Olympic Challenge,** a collection of sports most of which are not found in the Olympics at all. Still can't blame Gremlin for that I guess and, more importantly, the program is very well done. The quality of the presentation is such that I can hardly believe this is the same company that gave us dire **Alternative World Games.** So, forget all that Olympic stuff and have a laugh.

There are five events in all and each introduced by a commentator guy who says things which are almost as inane as David Coleman. Loading each section is, of course, interminable, but that's not anyone's fault. The wait is worth it.

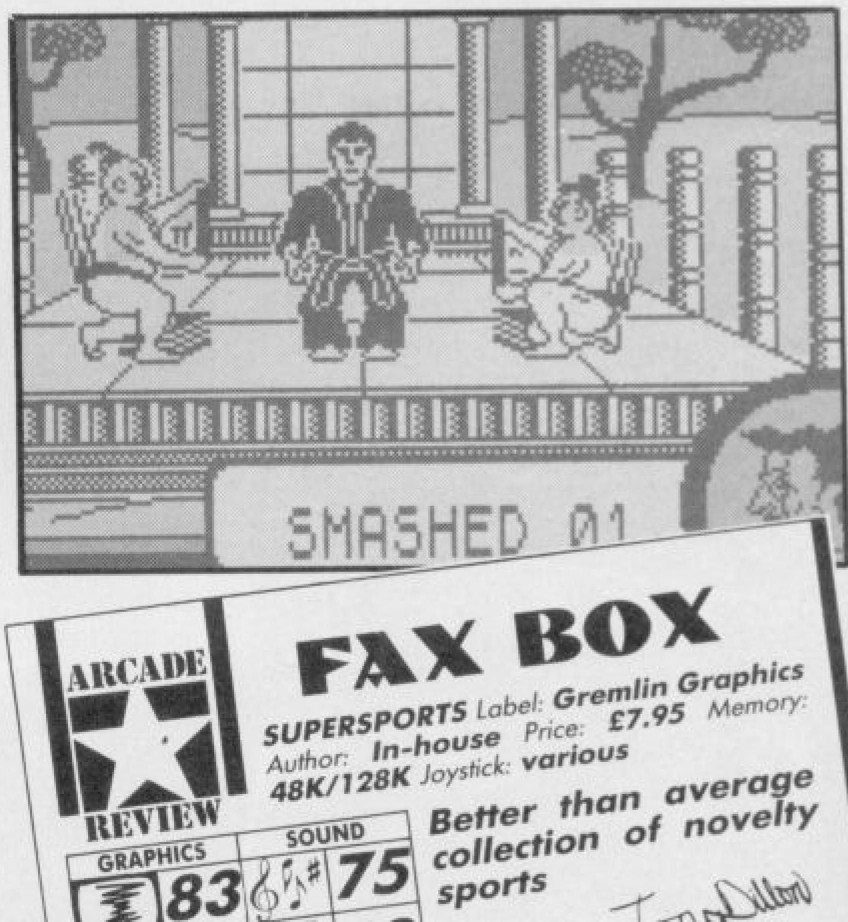



## The Events

### Crack Shot

Nicely detailed graphics depict an alleyway. Objects get thrown into the air, target appear – shoot them for points. Don't shoot the occasional cats that appear (how sound). It's pretty fast – you get 90 second to make the hits and that includes reloading time. Nifty.






### Dare Devil Dive

Highboard diving . . . sort of. Climb a high board, Pick one of three ???? more dangerous heights. The longer you fall the more time you have to perform clever twists, turns and other moves – fine – except that you also have longer to miss your target at the end of the dive. Once crumpled diver.

### Slate Smash

My least favourite. It looks like some Ninja game when you load it up but actually it's all about smashing slates with your bare hands and feet. It's clever with a lot of possible moves but with no proper adversary I found it just isn't the same somehow . . .

### Cross Bow

Shoot at a target with your crossbow – an insert shows how much tension you have on the string, pick the right amount, line up your sights and fire. Right? Wrong. You also have to take account of the varying wind direction. This adds something to the game but, despite this and despite excellent graphics, this doesn't add up to much long term interest.

### Under Water Assault Course

This one is so bizarre I could almost believe Gremlin were working on another game and decided to incorporate it into this at the last minute. Either way it's fab.

Guide your diver through an obstacle course of rocks, tyres, jelly fish, Octopi (?) and other aquatic hazards. Collect coins from the sea bed as you go and remember to come up for air lest you drown. Great graphics, lovely animation, weird idea. Still, who cares?

OK it's a bit of a hotch potch, some sections are better than others, but mostly there is a lot to admire about **Supersports.** Decent music, far better than average graphics (at least Daley Thompson quality) and a few new ideas. Well done boys■



ARCADE REVIEW

## FAX BOX

***SUPERSPORTS*** *Label:* ***Gremlin Graphics*** *Memory:* ***48K/128K*** *Price:* ***£7.95*** *Author:* ***In-house*** *Joystick:* ***various***

***Better than average collection of novelty sports***

Reviewer: Tony Dillon

| GRAPHICS | SOUND | PLAYABILITY | LAST ABILITY | OVERALL |
|---|---|---|---|---|
| 83 | 75 | 73 | 69 | 73 |



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# SINCLAIR'S NEW PC200 – JUST ONE MORE CLONE?




## Send in the clones...

It's been a long hot summer, everyone's glad to be back at school and Amstrad has launched the ultimate Sinclair games machine Well, no it hasn't, no they aren't and no it isn't. I fibbed. What Amstrad has produced is the Sinclair PC-200.

The PC-200 is the first non-Spectrum compatible Sinclair since the QL met an untimely start. Like the QL, it's a computer aimed at 'serious' users, like the QL it runs games but arguably less well as a Speccy and, like the QL, it has a sixteen-bit processor. There the similarities end.

The big thing about the PC-200 is its compatibility with IBM standard computers. Bank managers and estate agents get excited by that sort of thing, but it's bad news for gamers as IBM graphics are nothing special. Sixteen colours maximum, and if you want to do proper graphics you get to choose between black, white, cyan and purple (lovely) or black, white, green and orange. It's got a better text mode, with 80 characters per line and 35 lines, than the Spectrum. And forget about sprites, hardware windows and palettes – this is 1982 technology. There's no colour clash though.

The sound is almost identical to a 48K Speccy – one channel that can go beep. The PC-200 has a volume control and a built-in speaker; there's no provision for an external amplifier or sound through the TV.

The rest of the computer is a bit more interesting. The PC-200 comes with 512K of RAM, which can be expanded to the more common 640K no self-respecting PC clone is seen without. There's one 3.5" 720K disc drive stashed away on the right-hand side; the same disks as STs and Amigas use, and completely different from the +3. Spectrum programs, needless to say, cannot run on the PC-200 no matter what you do to them.

For a change, the power supply is built-in to the computer, together with an on/off switch. Another step to acceptable consumer technology, with no chance of a dodgy power socket on the computer ruining an evening's hackery.

The keyboard is similar technology to the +3, it feels exactly the same but has 102 keys to conform (there's a lot of conformity in the PC-200) to Big Blue's standards. Twelve function keys, numeric entry pad and a bunch of special word processor keys display a serious tendency to serious software.

Hidden away underneath the machine is one spot of good news. The PC standard mentions analog joysticks, so the PC-200 duly spots a socket for them. Most gamer sticks are digital bang-bang types; move the shaft and a switch closes. Analog sticks have special circuitry which reflects the exact position of the shaft: this gives games like flight simulators superb controllability.

Around the back of the box are a set of sockets. There's a printer parallel port (like the +3, but with a proper connector), a serial port that works with modems (unlike the +3) and a video socket to hook up to a monitor and a TV connector.

The PC-200 is probably the only IBM-type computer to have a TV output; IBM video is designed for Americans, who do things at a different

frequency to us Brits. Amstrad designed a special conversion board which does some genuinely clever things to the signals before squirting them out at the TV. And the picture seems quite stable, even though it's been electronically squished.

Another modicum of excitement exists under the flap along the top of the PC-200. Lift this, and as well as a good view of the naked circuit board




two connectors become visible. Known as slots in the jargon, they accept expansion cards in the same way that the bus on the back of the Spectrum takes plug-in gizmos. And because the IBM's been around for a few years, absolutely everything can be bought on an expansion card.

Graphics that would make Amiga owners poke their eyes out, sound machines to jar Jean-Michel, boards with megabytes of memory, hard disc drives, you name it and you can probably plug it into the PC-200. The fact that most of these cards cost more than the machine itself is what we in the trade call a shame. Hard disks aren't so bad, expect to pay about 200 quid for one with 20 megabytes of storage. No other machine has the level of bolt-on goodie support that the PC-clone like the PC-200 have.

That said, the slots don't have any sort of proper physical support for cards though. A sad omission, which could lead to a re-occurrence of a long-forgotten disease of ZX81s called Rampack Wobble. Press too hard on the keyboard, and the machine's internals flex about leading to a broken contact and tears before bedtime.



Finally, there's a socket for the mouse. This comes free with the computer, together with the software to use it. There's quite a bit of software, too, and a new world of operating systems, application programs and other pulse-speeding wonders awaits.

Unlike a Spectrum, the PC-200 doesn't do anything when it's first turned on. It asks for a system disc, and then waits until it gets one. There's no built-in BASIC, for example. The operating system (which is what the thing loads from the system disc) tells the computer how to load other programs, as well as how to look after discs and the files and data on them.

One PC-200 does come with BASIC on disk; called GW-BASIC it's written by American software company Microsoft and it's not bad. It's got lots of features, is a bit more difficult to use than Spectrum BASIC and isn't that fast. But it is an international standard of sorts.

# The Software Packages

Other things on disc include GEM, which is a graphics-based desktop program. Files and programs appear as icons, move the mouse and click to use them, that sort of thing. It's good harmless fun, as is the GEMPaint program that lets the artistic do their thing in all four colours...

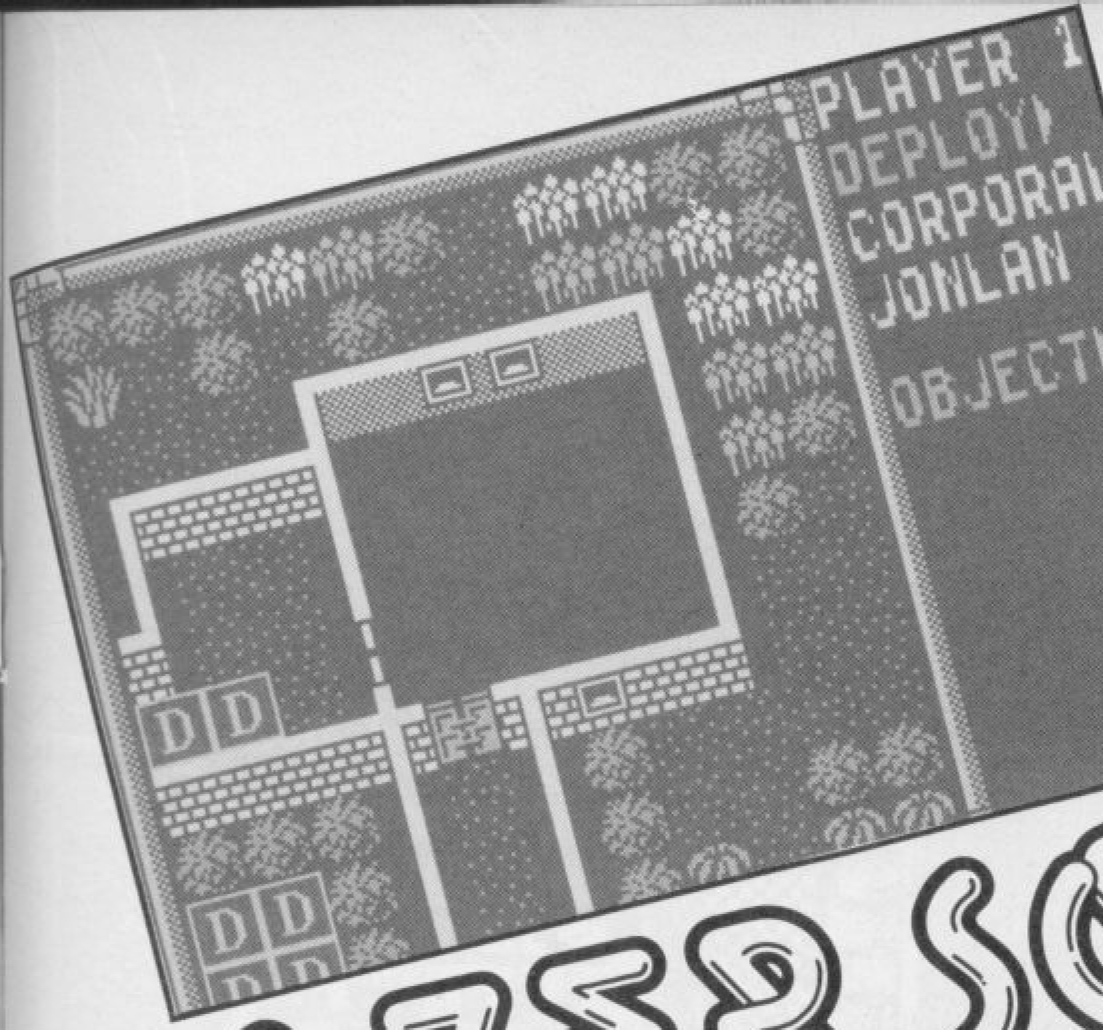
More expensive systems come with more software. The basic PC-200 costs around £330; for £460 you also get a black-and-white monitor with **Professional Organiser** (sounds fun, huh?) software and four games. At the time of writing, Amstrad couldn't say what the games would be, but at the PC show where the computer was on display for the first time there were a selection of fairly standard efforts like **Trantor**. Amstrad has been trying hard to get the Oceans of this world interested in budget software for the PC-200; only time will tell how much low-price stuff turns up. Mastertronic, for example, is planning to put out stuff at £9.95 – cheap for IBM discs. Certainly, the existence of a large American market makes people like Rainbird happy to convert games – for a price.

Finally, there's the £570 package with a colour monitor and the same software as the monochrome set.

One nice thing about the PC world is the Public Domain tradition. Loads of games, utilities, programming aids and even word processors and spreadsheets are legally copyable. the idea is that if you like something, you send a small amount of dosh off to the writer. Nobody gets rich, but lots of pepple get a lot of software.

Nobody's going to buy a PC-200 for games instead of an ST or an Amiga. It's not good enough. It's better than a Spectrum-mostly. But as an entry to the real world of computing, where zapping takes a back seat to more cerebral activity, it's cheap and neat, and it works. Now if Flare can get their kit on a PC expansion board...

**(Note: Amstrad were unable to supply a review PC-200 for SU in time for this issue, so this article is based on several hours hands-on at the PC show plus some in-depth technical probing).**




# LAZER SQUAD

I don't know how many of you can remember back this far, but a few years ago a game by the name of **Rebelstar Raiders** was released. At the time I thought it was the ultimate in gaming. It had everything, nice graphics, great gameplay, a large strategy content and bags of addictiveness. Since then I have been proven wrong time and time again as the Spectrum is pushed further and further to it's absolute limits. And now it's back! **Rebelstar Raiders** has been given a massive facelift and a complete rewrite and even a different title, but I know RR when I see it, and I see it now. (Careful Tony, we can't afford to be sued – GT. I wouldn't mind being Sued, or Pamelaed, or Claired, or any other girly for that matter – JD)

**Laser Squad** is, in a very small space, a two player tactical wargame set in a variety of locations and scenarios. For example, the first escapade is set in and around the home of one Sterner Regnix, the rather nasty boss of a weapon dealing firm who probably also deal with drugs and don't wash behind their ears. In two player mode, one person takes control of a band of five members of the Laser Squad given the task of assassinating Mr Regnix. The other person takes control of Regnix himself and a small army of Robot guards. In one player mode, the computer takes the role of the second player. Other scenarios include the regular Moonbase story and a lovable little rescue type affair from an alien mining colony. Expansion packs will soon be available, offering more scenarios, should you ever get bored with those three.



Viewed in pseudo-3D the game reminds me of nothing so much than **Gauntlet**. Right down to the way the main characters move. All the graphics are incredibly well defined, right down to little background details, like the toilets, for example. What kind of man is Mr Regnix, to have so many toilets in his house?

Sound ain't bad either. There are some really nice laser type effects when you shoot and some terrific selection sounds on the menus.

It plays well too. For the most part the game is menu controlled, the game displaying only the choices that are appropriate to your character's state and weapon. For example, the option FIRE wouldn't come up if your character was only holding a knife. Same as the option UNLOCK, which wouldn't come up if your character wasn't standing by anything that was locked, or didn't have the appropriate key. The menus are all well thought out and with some logical thought it's really easy to find your way around.

Thumbs up to Target Games on that one. If you're after a good alternative to wiping out another line of kamikaze aliens in a bout of mindless joystick thrashing, you could do a lot worse than buy this. You couldn't do much better, in fact.

## FAX BOX

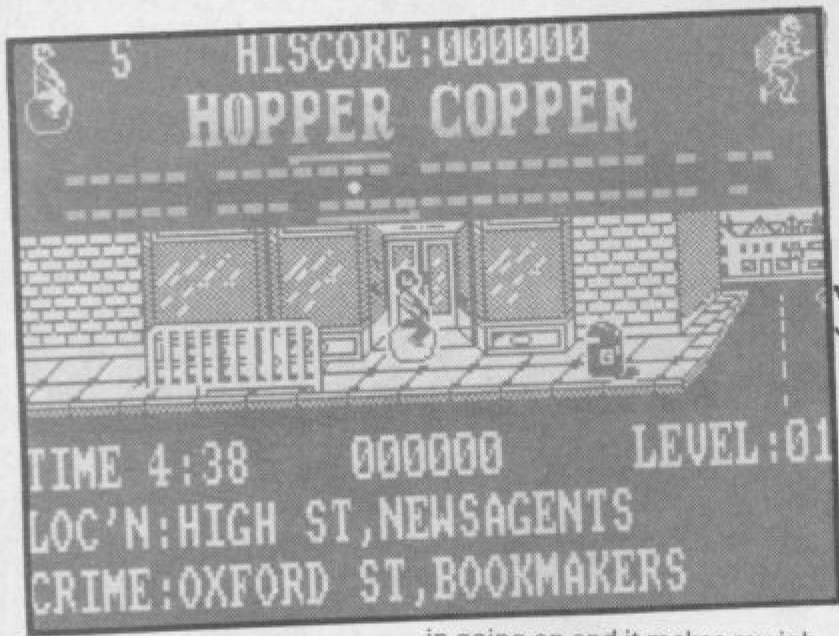
ARCADE REVIEW

**LASER SQUAD** Label: **Target Games** Author: **Julian Gollop** Price: **£9.95** Memory: **48K/128K** Joystick: **various**

***Lots of brain busting action without all the boring complexities of other products. Target's really hit the bullseye.***

| GRAPHICS | SOUND | PLAYABILITY | LAST ABILITY | OVERALL |
|---|---|---|---|---|
| 87 | 82 | 85 | 91 | 89 |

# HOPPER COPPER




Mobilising the Police force has always been a bit of a problem. First of all, no-one had discovered the wheel, so the prehistoric bobby had to move around on foot, which made it ever so difficult to get to the scene of a crime fast enough to stop the dastardly robbers from scarpering on their getaway Tyrannosaurus. Then, when man discovered that there's more you can do with a horse than eat it, there were never enough to go around. Nowadays, the problem is that there just aren't enough cars for every flatfoot, so what alternative is left? Easy, the space-hopper. What's a space-hopper, the unfortunate few of you may ask. A space-hopper is a large balloon made of thick rubber, just ripe for sitting and bouncing on. I could never get the hand of the things and more often than not, I would bounce forward and the hopper wouldn't move, and then it would be 3 hours in surgery trying to put back that all important nose bone.

The copper of the title is the first one to try out the new idea, and for him it seems to work rather well. In fact he can get up to some pretty hair-raising speeds, which is just as well as he's going to need all the speed he can get to catch the dastardly four armed robbers that continually commit crimes throughout your patch.

Before I go on to describe the complexities of the game, I might as well tell you now that it isn't very good. In fact it's very bad. If I were you I'd stop reading now, as there's no point in going on and it makes my job a lot easier.

Still with me? Oh well, don't say I didn't warn you. The game is viewed as a horizontal scroller with the option to move in and out of the screen onto different paths, in much the same way as **Tir Na Nog** and **Dun Darach**. At the top of the screen, you have your radar which tells you the positions of the other roads, if any, and the positions of the robbers (if any on your path), rather like the radar in **Labyrinth**. At the bottom of the screen is your Police radio, which gives you news of robberies as they happen, up to a total of four.

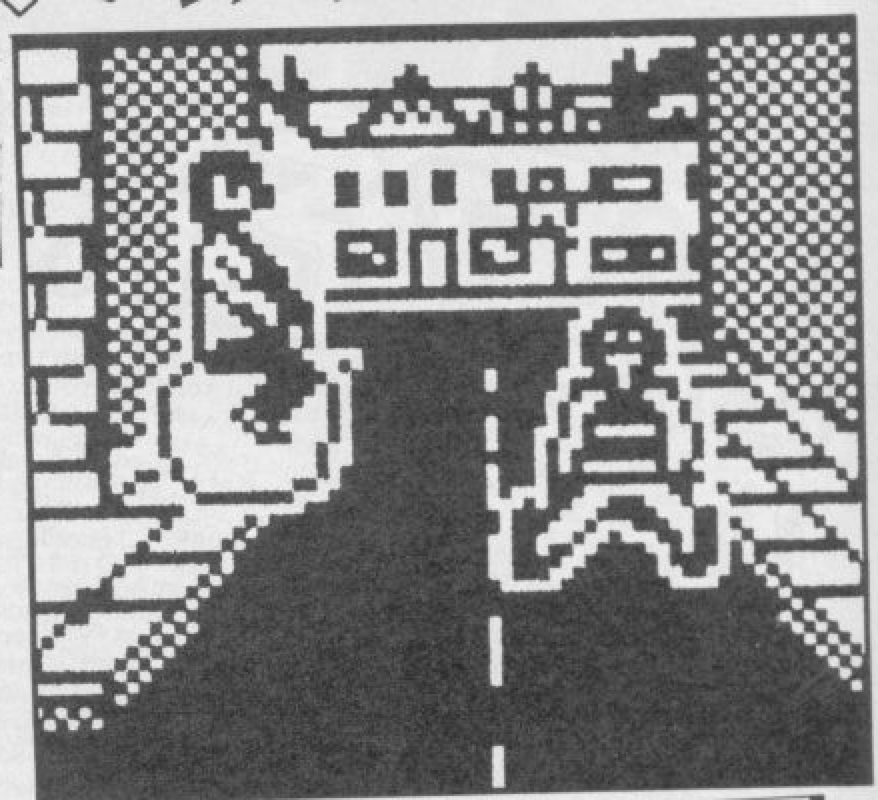
On each level, each baddie will rob one shop. Your job is to bounce around there as soon as possible and apprehend each baddie by bouncing on them. The only problem I could find with this is that it's far too easy. More often than not, you can take out three of the robbers on one street without any hassle.

Another problem is the aesthetic side of the game. It's not very nice. The graphics, though recognisable and some quite nicely animated, still don't come up to anything that might be described as 'different'. Sound is terrible with shrill beeps and screams at various points of the game, even on a 48K model, which you can't turn off!

As for addictive qualities, this game looks at me, blinks stupidly and says, dur, wassat den? Any feelings of 'just one more go' weren't to be found anywhere. In fact, the feeling of 'I hope I die soon so that I don't have to play this shi'ite anymore' started creeping in.

You've probably guessed that I don't like this game very much. I can't recommend it to anyone apart from people who don't have a Spectrum and people who came up to me at the PC show and asked me where the Newsfield stand was.

GAMES REVIEW



ARCADE REVIEW

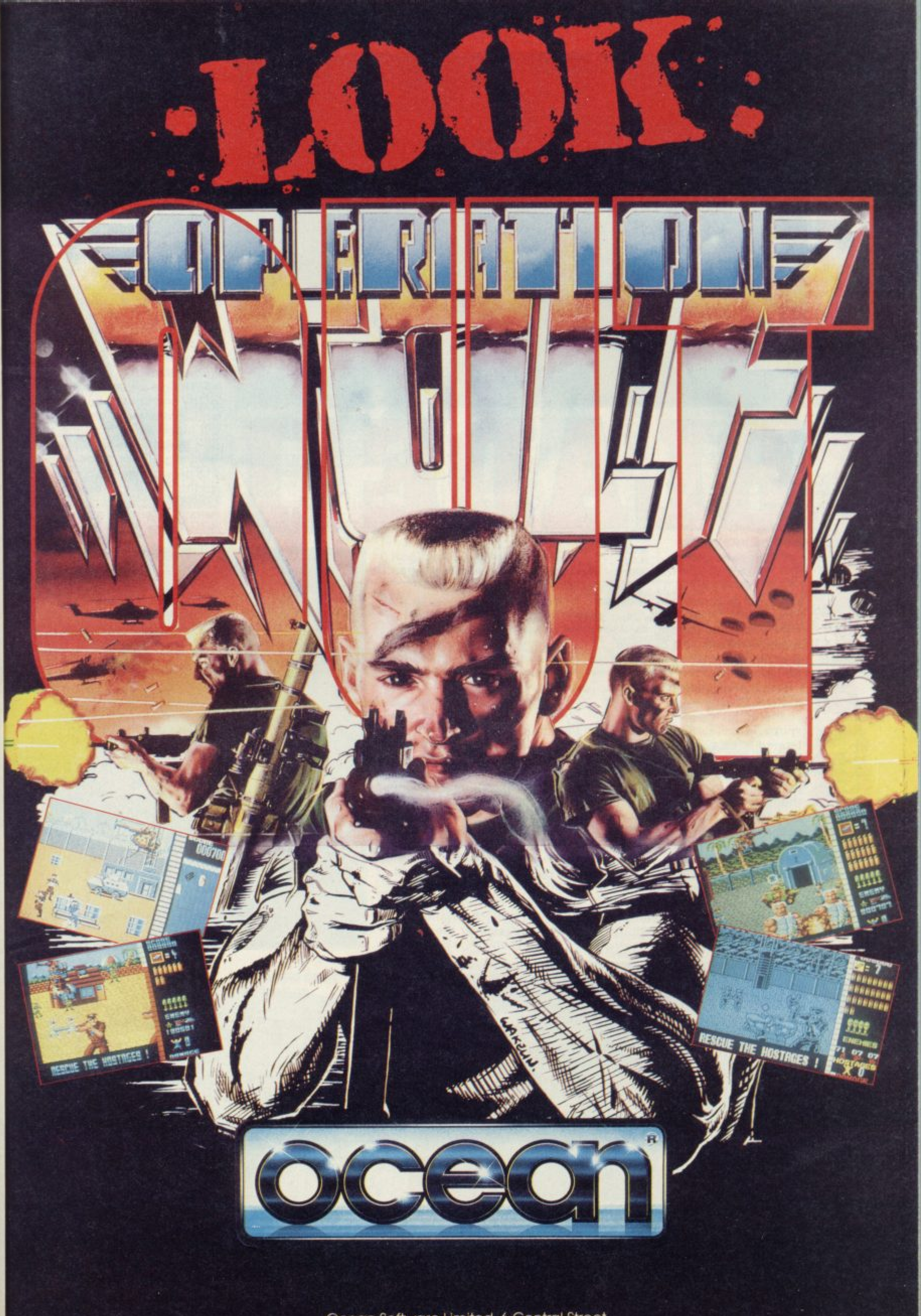
## FAX BOX

***HOPPER COPPER** Label: **Silverbird** Author: **Prune Software** Price: **£1.99** Memory: **48K/128K***

| GRAPHICS | SOUND |
|---|---|
| 48 | 35 |
| 21 | 40 |
| PLAYABILITY | LAST ABILITY |

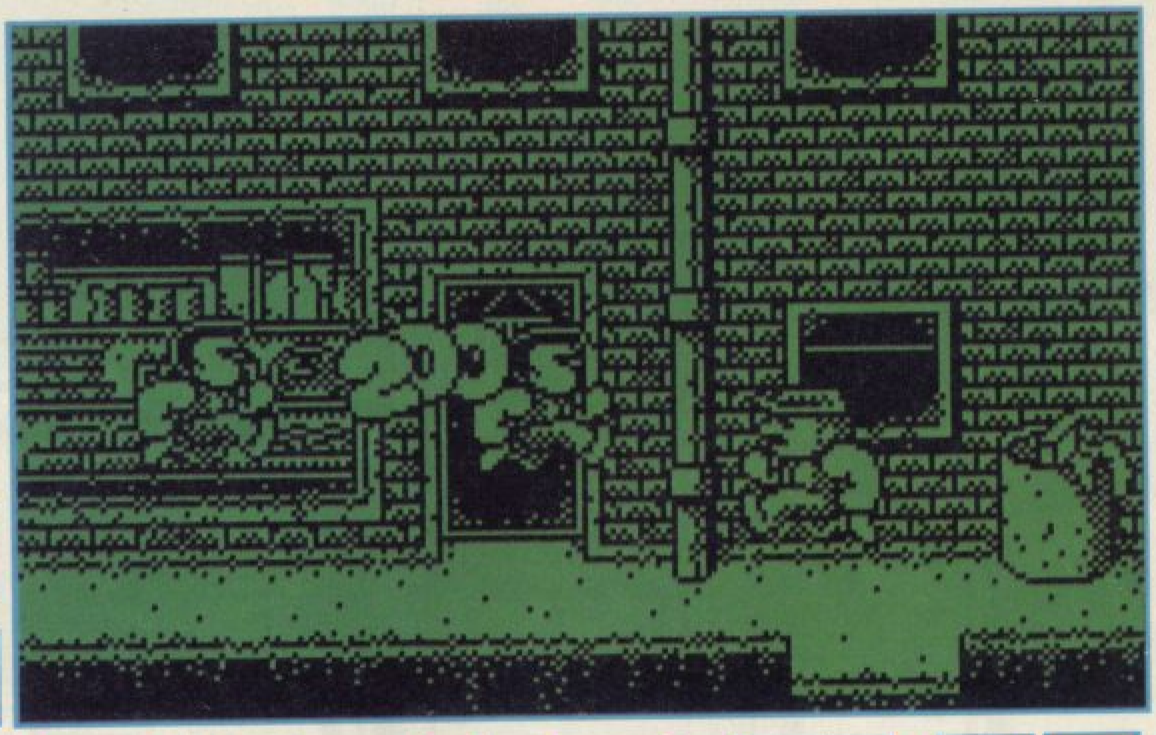
***Badly scrolled, poorly designed excuse for a game that even YS wouldn't use as a cover game***

OVERALL **41**


LOOK
OPERATION WOLF
RESCUE THE HOSTAGES !
RESCUE THE HOSTAGES !
ENEMY
HOSTAGES
ocean

# JOE BLADE II





Oh dear, there's something wrong here. Our mate Colin Swinbourne couldn't have been responsible for this. Not the man who wrote the original **Joe Blade**, **Deviants**, and our own **Brat Attack** freebie game. But he has.

It's not that it doesn't look fab. It does. The backgrounds of shattered buildings, detailed shops, looming doorways and littered streets are excellent. The characters are beautifully drawn; Joe Blade, our macho muscular hero, the leaping thugs and muggers (try saying that after a half a weak lager shandy), the shuffling inhabitants of the city, and the bouncing objects such as clocks and dustbins, are great. The animation is wonderfully smooth, and there's no attribute clash because each screen is rendered in one of a selection of monochrome colours.

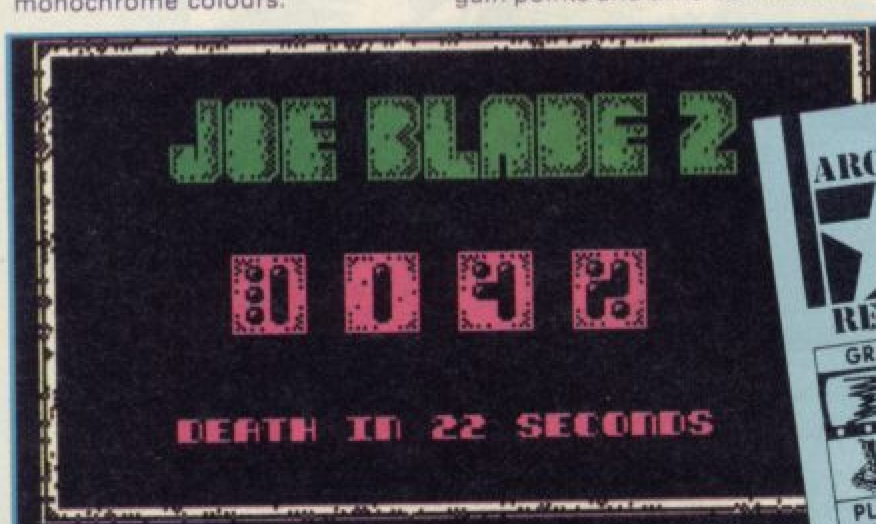
The prob, and it's a big prob, is that after playing for thirty seconds you'll have seen everything you're going to see in the game, and it just isn't very exciting. The plot. You, Joe, have to clear up a town ruled by rampaging hoodlums. At the same time, you have to rescue twenty innocent civilians by completing sub-games. As you flip from screen to screen, the muggers approach you from either side. You have to clobber them by leaping over their heads and kicking them into oblivion, gaining 200 bonus points and a feeling of satisfaction. Unfortunately, since they don't do you any harm if they hit you, there isn't much excitement involved in this part of the game.

Collecting dustbins and clocks isn't too thrilling either. They just bounce up and down until you pass over them, to gain points and time bonuses. If you come across a shuffling civilian, colliding with him takes you into a sub-game. There are four varieties of subgame, but basically they all involve watching changing symbols on the screen, and hitting the fire button when they match the symbol at the side. You have a time limit of sixty seconds, but it shouldn't take you more than ten to solve the easier ones.

To complete the game you have to clobber 100 thugs and save 20 civvies within the time limit. Apart from the thrill of mapping the game, to make sure that you've explored all the areas, there doesn't seem to be anything much more to it, which is a huge disappointment.

**Joe Blade II** is a bit like watching a ballet; it's all very pretty and artistic, but you soon end up wishing someone would cut loose with a machine-gun. The music and sound effects are insignificant, and I didn't like being called a scumbucket on the high-score routine. Not a winner; let's hope the promised (threatened?) **Joe Blade 3** is more up to scratch■






ARCADE ★ REVIEW

## FAX BOX

**JOE BLADE 2** *Label:* **Players** *Author:* **Colin Swinbourne** *Price:* **£1.99** *Memory:* **48K/128K** *Joystick:* **various**

***Graphically good but sadly unexciting arcade adventure***

Reviewer: Tony Dillon

| | |
|---|---|
| GRAPHICS 89 | SOUND 32 |
| PLAYABILITY 67 | LAST ABILITY 50 |
| OVERALL 55 | |




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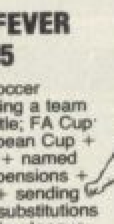
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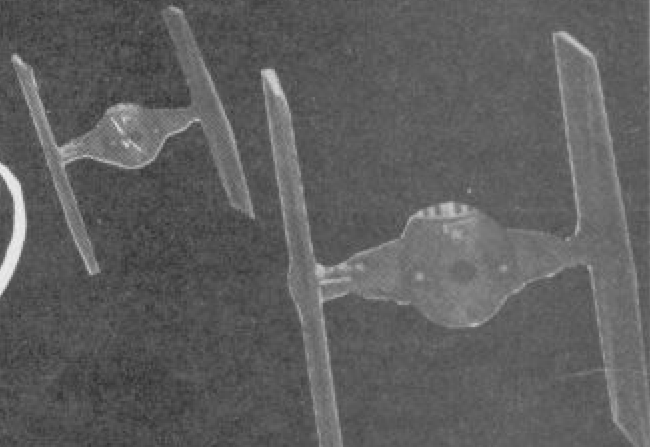
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# COMPETITION WINNERS



## FEEL THE FORCE!

**There was a galaxy (hur hur) of entries for the Empire Strikes Back compo in August, and funnily enough almost everyone got the astoundingly difficult questions completely right.**

**Still, with 15 super soaraway** Empire **videos to be won, it was worth the effort.**

**The following lucky lads and lasses got the vid.**

Mike Waters, Chelmsford; Mrs Christine Morris, Selly Oak, Birmingham; Terry Poolton, Worthwood, Birmingham; Ken Jones, Leeds, W Yorkshire; Martin Dieppe, Holyport, Berks; Mr J K Marston, Wimbourne, Dorest; Simon Good, Dyfed, South Wales; Nicholas Sheppard Jr, Seaford, E Sussex; John Piddlesden, Dover, Kent; Andrew Carter, Billericay, Essex; P Bennett, Bracknell, Berks; Andrew Robinson, Whalley, Lancs; Mark Goddard, Bedford, Bed; Stuart Dickinson, Fife, Scotland; Stephen Ogle, Beeston, Leeds.

**And finally, these winners get a fabbo anti-grav stand-up-by-themselves pens. OO-ee-oo!**

Denise Smith, Great Yarmouth, Norfolk; John Grundy, Southport, Merseyside; Stephen Tamlin, West Ely, Cardiff; Simon Phelon, Henleaze, Bristol; Dean Reilly, Erdington, Birmingham.

**And the people below can expect to get a poster via the intergalactic messenger service post haste (har har).**

S W Moch, Southwell, Notts; Christopher Smimadry, Weybridge, Surrey; Chris Atkins, Bassett, Southampton; Michael Crompton, Yalding, Kent; Stephen Davis, Bounds Green, London; P Connanghton, Southampton, Hants; Paul Hickey, Worcester Park, Surrey; Simon Hodgkinson, West Midlands; Nicholas Tresadern, Sharples, Bolton; Stephen Marshman, Rednal, Birmingham; Ben Mountford, Stoke-on-Trent, Staffs; Rick White, Edenthorpe, Doncaster; Robin Kennedy, Ayrshire, Scotland; Frank Hennessy, Troon, Scotland; William Shaw, Thornhill, Dumfreisshire; Richard Jones, Horndean, Hants; Paul Metselaar, Ilford, Essex; John Bisset, Enfield, Middlesex; Neil McDonald, Aberdeen; Mark Higginson, Co Down; Matthew Jackson, Bishops Stortford, Herts; Miss Gillian Willmott, Poole, Dorset; Martin Hulse, Ashton Under Lyne, Lancs; Matt R Wedgewood, Chatham, Kent; Michael Cooke, Doncaster, S Yorks; Steven Harrop, Leigh Park, Hants; Matthew Greaves, Branston, Lincoln; A Watson, Bromborough, Wirral; Kevin Smith, Swindown, Wiltshire; Graham Waterfield, Ashby; Philip House, Bolton; Paul Goodwin, Hornchurch, Essex; Stephen Glenn, Higham Ferrers, Northants; Mr J Gurney, Wigmore, Gillingham; Christopher Wilshaw, Stoke-on-Trent; James McGee, Glasgow, Scotland; Tim Lashford, Stowport, Worcs; G R Jones, Aberdare, Mid-Glamorgan; Christopher Saville, Bolton, Lancs; Robert Smith, Manchester.



## HELLO HARRISON!

**Stacks of people with 128K Speccys wanted to look like Indiana Jones, as we got a whole ark full of entries for our** Where Time Stood Still **compo. The lucky 1st Prize winner who can waltz around in full Raiders gear is:**

Michael Brown, 'Highgarth'
18 Park Road, Dewsbury, W
Yorks WFB 4LQ

**And the following 20 will get a copy of the game.**

Simon Elliott, Hagley, West Midlands; Marcus Rose, Hurst Green, W Midlands; E Jobson, South Woodham, Essex; Iain Swan, Cardonald, Glasgow; Andrew Richards, Bridgend, Mid-Glamorgan; Stanley Silva, Woodberry Down, London; Wayne Watkins, Chelmsley Wood, Birmingham; Mark Higginson, Banger, NI; Mark Hayes, Sydenham, London; Jason Dunbar, Medle Estate, Shrewsbury; Michael Cooke, Doncaster, S Yorks; Robert Cooke, Formby, Merseyside; Philip Wynn, Clophill, Beds; Miles Wilkes, Ashford, Kent; Richard Woof, Yeovil, Somerset; Stephen Bellamy, Ushaw Moor, County Durham; Carl Brown, Colne, Lancs; Neil McDonald, Bridge of Don, Aberdeen; David Robert Llewellyn, West Glamorgan; D E Davies, Stevenage, Herts.

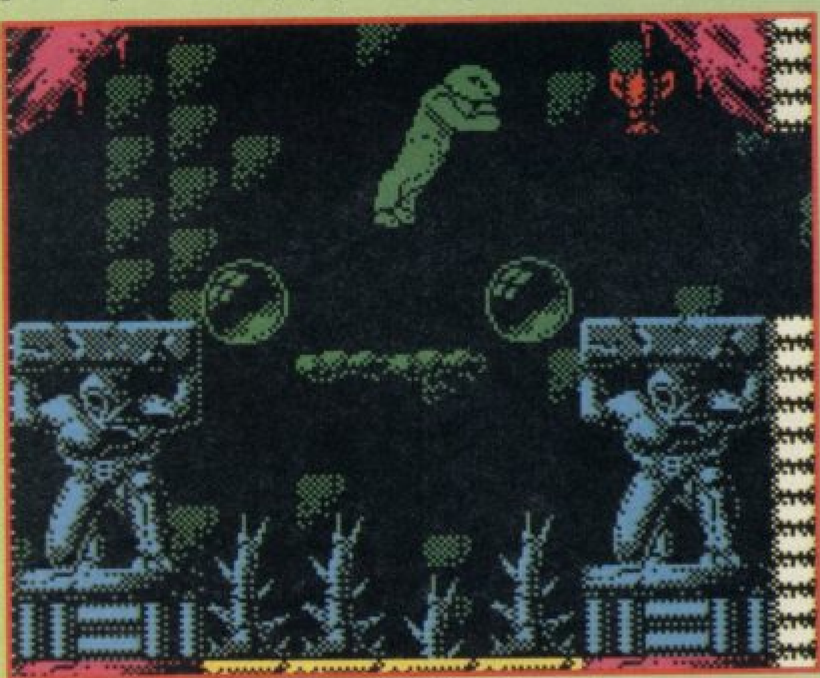
# DRACONUS

There was a NEW GAME in the office. The screenshots looked GREAT. I smelt the work of ZEPPELIN GAMES. "GREAT!" I screamed horrifically. I SLAMMED the cassette into the tape recorder.

The game was for the SPECTRUM – 48K! GOOD! It wasn't long before the game loaded. "YOIKS!" I



roared. "I'm IMPRESSED!" Slobbering, I played the game. It was **DRACONUS**. It was set on an alien planet. "SO WHAT!" I shrieked. But this was different. I was a half-man, half-frog. It's a good laugh. I made my way



through the chambers. They looked FAB. The backgrounds were full of detail. The characters were well animated. And they were BIG, VERY BIG. Wrenching the joystick, I controlled Frognum. He's the



tall one. He can walk, run, jump, duck, breathe fire, and, best of all, PUNCH! And he has to! There are LOADS of things to punch: GIANT RATS! BATS! SEA SERPENTS! TERRORTOADS! CATAPELONES! "This is GREAT!" I bawled. Everyone came to have a look. They went MAD! Everyone wanted to get to the final chamber, and kill the Tyrant Beast. But they had to wait.

There was a lot to do. I had t find the Demon Shield, the Necromancer's Staff, the Dragon's Eye and the Morph Heliz. "HAH!" I went, triumphantly. When I found thı Morph Helix, I could change into Draconewt. I just had to find the Morph Slab. Then I could swim and spit water. It was as simple as brutally twisting the joystick. If I hit too many monsters or spikes, I lost a life. MINE! But I had THREE. And I returned to the last RECORD SLAB I'd passed, not right to the start. So that was alright.

There was something else that was alright too. There were flasks of FLAME FLUID to restore my bad breath, and ENERGY PACKETS for my strength. So it was GOOD. It was more than good. It was CHEAP. There were lots of colours. They were in the backgrounds, but there was no attribute clash. There were sounds. They weren't up to much. There was NO MUSIC! GOOD! You don't need it for a GREAT game like this!

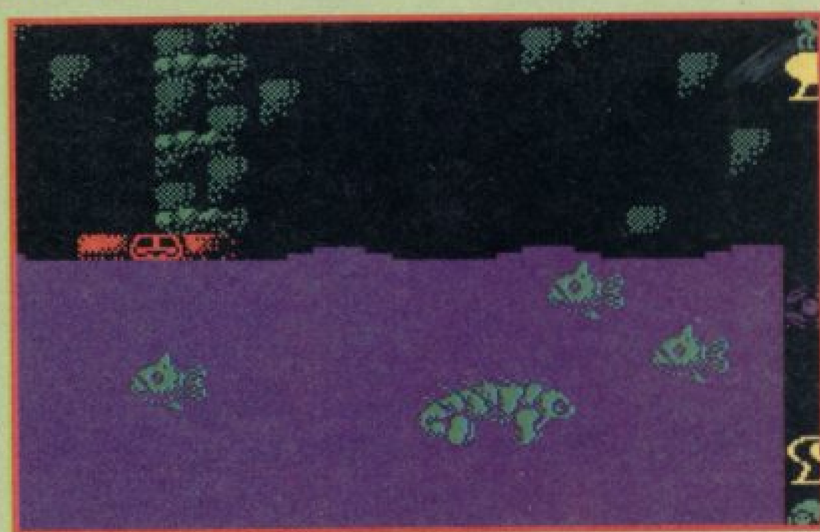


I was HOOKED! It was the DESIGN! It was the ORIGINALITY! It was the DIFFICULTY!. It was the NOVELTY! It was lots of other things I couldn't spell! I went back to my desk, ready to



PUNCH anyone who disagreed with me. But no-one did! OFFICIAL!





ARCADE REVIEW

## FAX BOX

***DRACONUS** Label: **Zeppelin** Author: **Spike** Price: **£2.99** Memory: **48K/128K** Joystick: **various***

| GRAPHICS | SOUND |
|---|---|
| 95 | 42 |
| 95 | 95 |
| PLAYABILITY | LAST ABILITY |

***Not a good arcade adventure. A GREAT one! OFFICIAL!***

Reviewer:

OVERALL **94**

10 20 30 40 50 60 70 80 90

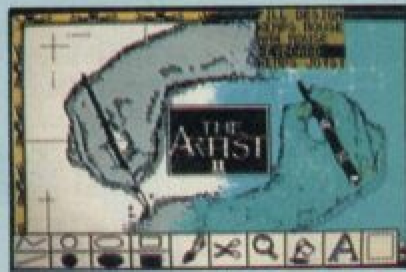
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## GENIUS MOUSE 48/128/+2/3

- Now a top quality mouse system at a realistic price.
- Two button action.
- Full optical operation for superb accuracy.
- Comes complete with interface – just plug in and go!
- Compatible with Artist II (see offer)

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## ARTIST II ILLUSTRATOR

- Top quality graphics package for Spectrum.
- Described by Sinclair User as "the best artist program – bar none".
- Superb quality multi feature.
- Pull down menus.
- Windows icon driven.
- Font and sprite designer.
- Zoom mode.
- Supports many printers.
- Flexible cut & paste.
- This package has too many features to list – it is safe to say it has them all!

**Special Offer – Buy Artist II & Genius Mouse system for only**

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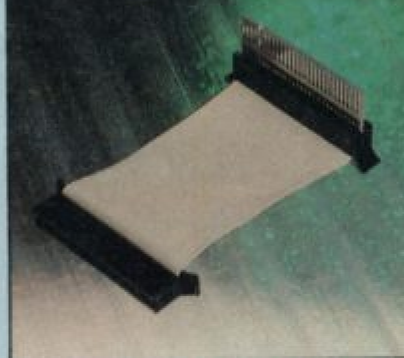
**Please state Spectrum model when ordering.**




## ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independently controllable outputs for relays, models, lights etc.
- 8 independent inputs for sensing etc.
- This is the product that the lego publication "Make and program you own robots" was based upon.
- Comes complete with cables.
- Easy to use.

**ONLY £29.99**



## EXTENSION CABLE

- Distance peripherals from your computer.
- 56 way.
- 6" extension.
- Top quality connections.

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## TWO WAY EXTENSION

- Allows two peripherals to be connected together (memory conflicts allowing).
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- 56 way.
- Top quality connections.

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- Allows standard 9 pin joysticks (Quickshot II/Turbo etc.) to be used on +2/+3 computers.
- Supports rapid fire models.

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## + 3 CASSETTE ADAPTOR LEAD

- Now you can connect your +3 to a cassette recorder.
- 2 ft. long.

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## 16K RAMPACKS FOR ZX81

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## LIGHTWRITER

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- Choose inks, papers, erase, fill etc.
- Save results into memory or tape.
- Animate screens from memory.
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- Extra rigged construction.
- Superb styling.

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## GAMES ACE

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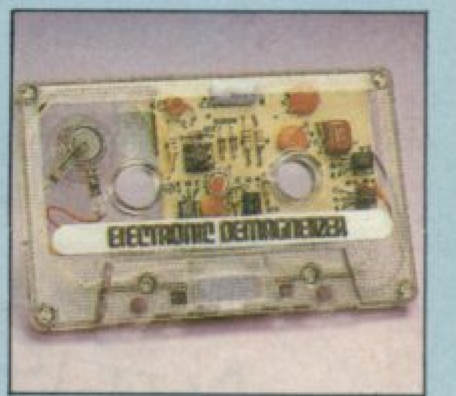
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**or complete with Quickshot Turbo**

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## DEMAGNETISER/ CLEANING KIT

- Loading problems? This could be due to tape heads needing maintenance.
- This unique kit contains an electronic head demagnetiser and head cleaner.
- When heads need demagnetising they lose high frequency response which is vital for data transfer. This easy to use unit will demagnetise your tape head in seconds.
- Cleaning tape will keep heads in tip top condition – easy to use.
- Comes complete with battery to give upto 500 operations.
- LED indicator of operation.
- Useful for all tape decks around the home/car.

**COMPLETE KIT £9.99**




## SNAPSHOT II

- Now you can backup your games to microdrive or tape.
- Simply press the button to "freeze" the program.
- Save to microdrive or tape.
- Special compacting techniques.
- Add pokes or peek program then restart.
- All backups restart from the point they were saved.
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## DUAL PORT JOYSTICK INTERFACE

- 2 Joystick ports – one Kempston type – one Cursor type.
- Accepts any 9 pin joystick including rapid fire types.
- Can also be used with two joysticks with games that allow simultaneous two player control.

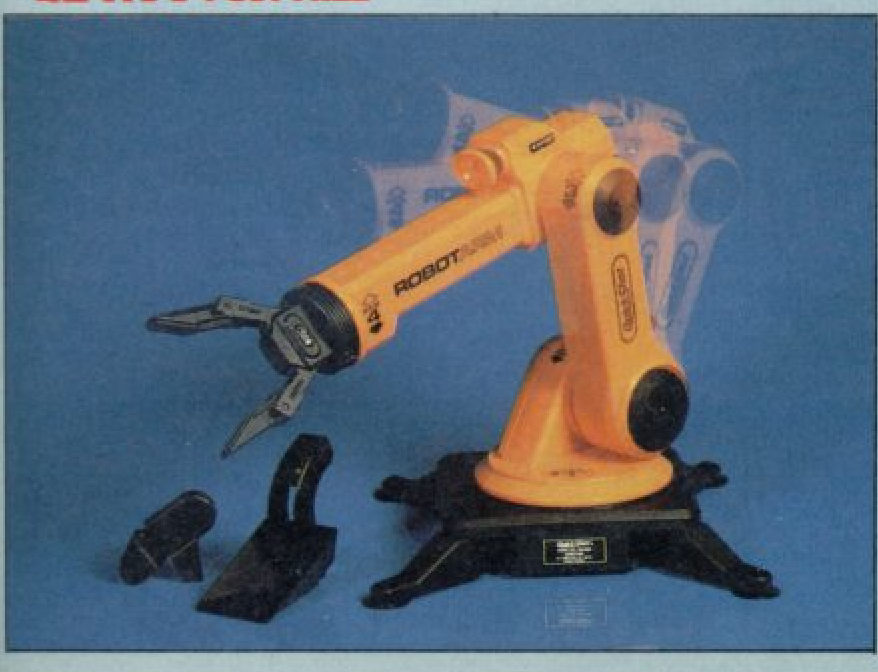
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- Maximum compatibility (Kempston system).
- Auto fire/rapid fire.
- Stabilizing suction cups.
- Top & trigger fire buttons.
- Complete – no more to buy.

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- Human like dexterity – with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
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- Train mode allows you to store and then repeat arm movement sequences.
- Computer and Robotic control is a major subject in schools and colleges – this is a unique introduction.
- Very easy to use.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the the Robotarm/Computer.

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*SINCLAIR USER CLASSIC, NOVEMBER 1986*




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**The Artist II is an all new graphics package following in the footsteps of its extremely successful predecessor, the Artist. A host of powerful new features includes:–**

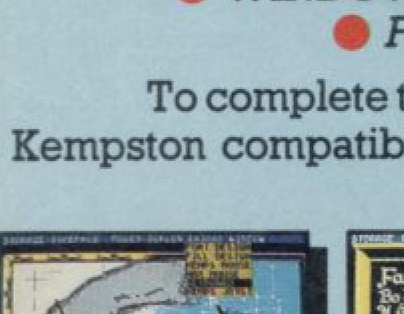
● *SUPERB QUALITY MULTI-FEATURE* ● *PULL DOWN MENUS* ● *WINDOWS ICON DRIVEN* ● *FONT AND SPRITE DESIGNER* ● *ZOOM MODE* ● *FLEXIBLE CUT AND PASTE* ● *ABLE TO SUPPORT MANY PRINTERS.*

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**Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .**

# I'VE GOT THIS PROBLEM

## . . . WITH A SECOND HAND SPECCY

I recently got a Spectrum + 2 secondhand, and it doesn't load software very well. I've tried cleaning, adjusting and even replacing the head but it doesn't get any better.

I've even put wires from an external datacorder onto the pins on the circuit board, but this wouldn't even put up a filename.

Do you know any reason for this, and what can I do to fix it?

**Gary Howe**
**Chelmsley Wood**
**Birmingham**

***● Connecting an external datacorder in the way you describe won't work, even on a good Spectrum, as the circuitry on the main board is designed to work with the standard datacorder only.***

***The best clue as to what's going wrong is to listen to the tape output on the TV. If you tune in the telly for the best sound to the testcard that's generated when you turn the Spectrum on while pressing the BREAK key, and then reset the Speccy, start it LOADING and play a tape, you should be able to hear what's going on. For example, is there a variation in speed? If so, you'll need a new tape drive belt or – if the computer is old – a new motor. You say you've adjusted the tape head, but if the sound is dull (try a music tape with lots of cymbals) you might try again. If you're feeling particularly Red Addairish, you could disconnect the wires from the tapehead on the Spectrum and connect them to the tapehead on the other datacorder.***

***I doubt there's a fault on the main board, though.***

## . . . WITH + SOUND

I own a +3 with Multiface and tape recorder, but I am searching for a printer and good sounds.

Does an Epson printer fit directly into the printer port: The Amstrad DMP2000 does, but is it any good?

Secondly, the sound on the +3 is put through the TV. But this proves not so brill. I can put it through the tape recorder, but there is a lot of interference. The manual says that to connect speakers to the sound circuit ineed an audio amplifier. What's that, and will it help me?

**Ben**
**Bristol**

***● Going backwards . . . An audio amplifier takes the weak sound signals on the sound socket and makes 'em beefy enough to be heard through loudspeakers. If you've got a hi-fi, then you can get a lead from Tandy to connect the +3 to any of the spare input sockets on the stereo and use that as an audio amplifier. The improvement in the sound should blow your socks off, and do serious damage to other items of undergarment as well.***

***The DMP2000 is a good printer, but now seems to have been superceded by the (almost identical) DMP3000, which will work just as well.***

## . . . WITH A SPECTRUM GONE BONKERS

I'VE got this problem with a game called **Starquake** from Bubblebus (Blimey, that's going back a bit. RG). Every time I play it the thing (NEWs) after 30 minutes. I've tried many different copies of the game from various places but they all do the same.

When the game first came out, it worked, but then pokes began appearing for it. I added them, and then the problems started. Has my Spectrum gone bonkers, or is it just SICK of playing **STARQUAKE**? I have a 48K Spectrum; perhaps that's too old and I should give it away to a ZX81 owner.

**Martin Singer**
**Walsgrave**
**Coventry**

***● You don't say what happens when you play the game without pokes again. If it gets better, then you've got some unreliable pokes (obviously from some other magazine). Also, what happens when you play some other game on the computer? Does the same thing happen?***

***If it does, then you've got a thermal intermittent. No. It's not a kind of glove especially useful for cold weather but a component or connection inside your computer that goes wrong when the computer warms up. On the ZX80, the official way to cure overheating was to balance a glass of iced water on the computer just above the keyboard...***

***I don't think there's any easy cure; intermittents are the trickiest things to fix, even for experienced repair beings. One thing it might – just might – be is a loose heatsink. Inside your Spectrum is a large sheet of shiny metal, which exists to throw away spare heat from the power supply. This is connected to a component by a nut and bolt (hitech to the last); if this bolt is loose the Spectrum can stop working after a while. Tightening things up sometimes helps.***

## . . . A POORLY DESIGNED CASSETTE DECK

I bought my son a Spectrum 128 + 2, and after two keys on the cassette deck broke it finally went wrong altogether and produces no output at all. The cassette deck seems very poorly designed.

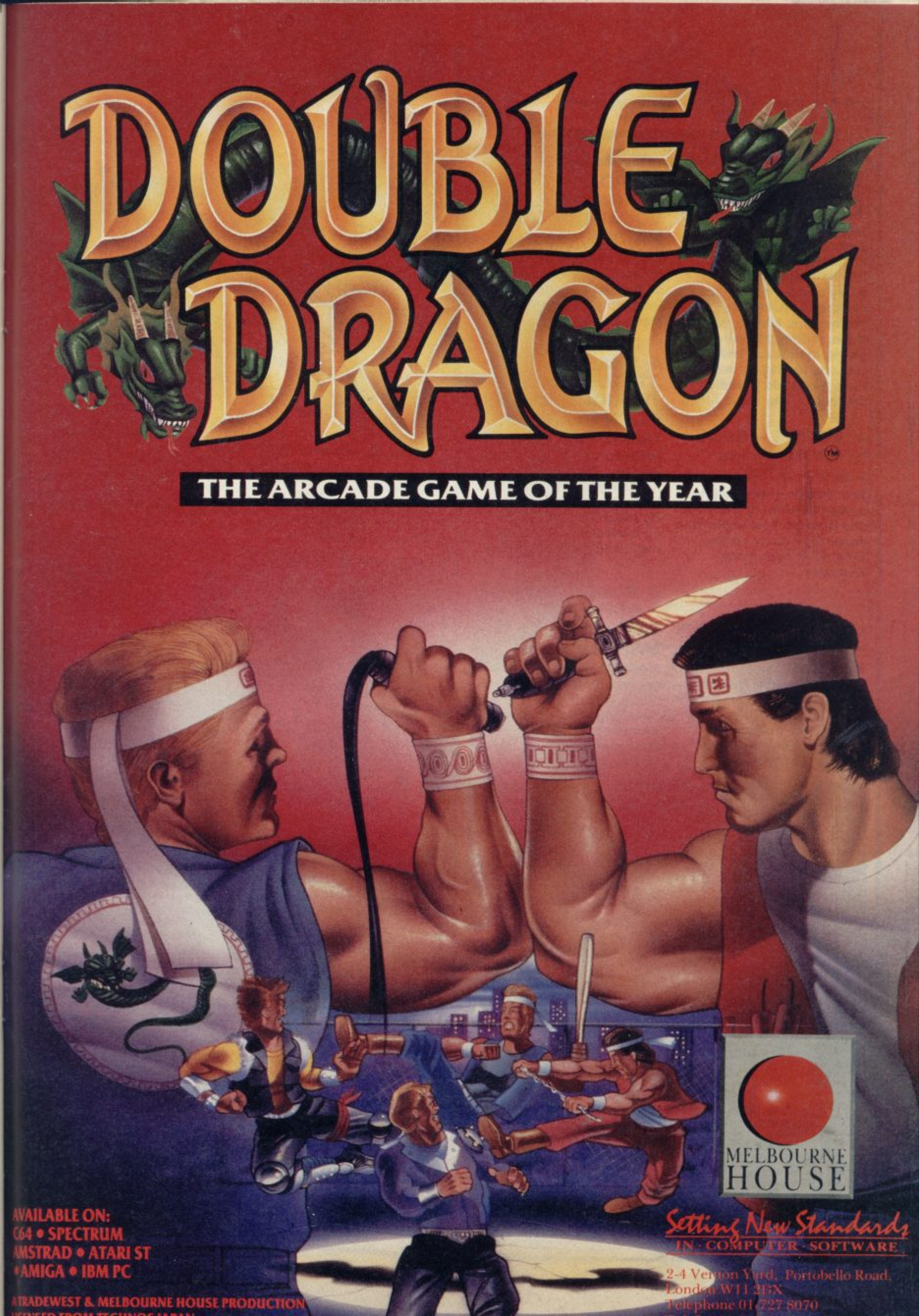
I can't get any service information out of Amstrad, and they haven't answered my letter.

**Mr J Sharples**
**Swakopmund**
**Namibia**

***● Outside the UK, unfortunately, providing circuit diagrams and maintenance is up to your local supplier and any guarantee is purely according to local law.***

***Amstrad will supply a service manual for the + 2, but it costs about £6.***

# (but Dr. Rupe has the answer)



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## DAY JOBS (FNAR)

Lifestyle where you rock and roll all night, party every day and sleep a little now and then cannot be described as a fulfilling existence. It's in this light that many of today's heavy rock stars are turning to alternative professions just to relieve the boredom, as well as giving them even better reasons to stay in tax exile. Here, Outlands proudly presents... The Top 5 APRS.

**1. ACTING – GENE SIMMONS (Bass player – KISS)** Played The Demon in the seriously camp Phantom of the Park, and then went on to play the dastardly Luthor, in the 1984 sci-fi cop movie. Runaway.

**2. COMEDY – LEMMY (FRONTMAN – MOTORHEAD)** Probably the most natural job for the great caveman himself, he has taken part in many a Comic Strip production, including a leading role in the latest release, Eat The Rich.

**3. SPORT – BRUCE DICKINSON (LEAD VOCALIST – IRON MAIDEN)** The man famed for his ability at being able to warble his voice almost as fast as his tongue. Bruce incredibly, is an Olympic class fencer.

**4. CHARITY – STATUS QUO (I THOUGHT YOU SAID ROCK STARS · JD)** The boys have generously retitled their song Running All Over The World and are now singing it to bring relief to famine struck countries. By relief, I mean that the countries are relieved that they're not singing it there.

**5. PUBLIC SERVICE – FISH (LEAD VOCALIST – MARILLION)** Fish, seeing the state of streetfighting, has very nicely offered his face as a punching bag to anyone who happens to be hanging around outside quiet bars in Scotland.



Top 5 Alternative Professions for Rock Stars

# ÖUTL

# GOES METAL

No-one can deny that, in some eyes, Metal is a bit of a joke. Certainly in the eyes of two groups of film makers. So much so that they've come up collectively with 3 heavy metal parodies that even had hard rock defenders Mark Patterson (from Commodore User, our sister mag) and I reaching for the Kleenex to wipe the tears of laughter away. For those of you who haven't already guessed, they are:




## SPINAL TAP (£9.99, Channel 5)

The classic rock movie, and also one of the funniest films ever made. 'This Is Spinal Tap' follows the success and disaster ridden tour of the States by one of Britain's loudest bands, the legendary Spinal Tap. Filmed as a documentary, and very convincingly so, it provides quite a well-observed glance at the real workings of the world of metal, though I've ye to find a drummer who spontaneously combusts on stage.

## BAD NEWS TOUR (Virgin Video, £9.99)

The Comic Strip's first attempt at a metal parody, follows an Indie metal band through the first 24 hours of their world tour, starting in Grantham. Wonderful scripting abounds, with great lines like 'I could play Stairways To Heaven when I was 12. Jimmy Page didn't actually write it until he was 21. I think that says something'. It's a shame it's only 3( minutes long.

## MORE BAD NEWS (Virgin Video, £9.99)

Just after the last documentary ended, the band very publicly split up. Four years later, they've got together and have been given a record contract and a spot on the Monsters of Rock festival at Castle Donnington, alongside such greats as Motorhead, Ozzy Ozbourne and, of course, Def Leppard. Much funnier than it's earlier counterpart, it has a marvellous scene where bassist Colin Griggson (played by Rik Mayall) is secretly filmed arriving home from work at the bank minus long-haired wig, and slipping in something nasty outside his front door.

ANDS




# FACTS

1) November 3rd is Culture Day in Japan. Everyone is required to visit at least one museum and everyone eats properly with a knife and fork all day.
2) 7th is the Anniversary of the Russian Revolution (in Russia). In celebration the entire populace stands on the spot for two minutes and spins around shouting "Mind that ice-pick".
3) Sun Yat Sen's birthday is celebrated on the 12th. Well it's not actually, cos he died ages ago. Shame.
4) Happy Birthday King Hussein of Jordon on the 14th! Mine's a pint.
5) Let your hair down if you're reading in Oman, because the 19th is the official birthday of His Majesty Sultan Qaboos Bin Said. Drinks at the palace 8.00pm, bring a bottle.
6) 24th. Zaire's Regime has its Birthday today. And it's a really nice place now.
7) 29th Hip hip hooray for President Tubman in Liberia, who is one year older. Enjoy the celebrations, Tubby.

# EMBROIDERY AT THE GATES OF OBLIVION

A Denim jacket just isn't Metal without a cloth patch or two (wah? GT) You can't expect to be perceived as a wild eyed loner unless you've got a load of patches all over yesself. But what's cool and what isn't? Worra dillema. Here's a (very) rough guide for what (or not) to be seen in.




**KINGDOM COME**
Get it on indeed. If you get this on your "jerkin" you'll be a dashed fashionable "banger".

**WHITESNAKE**
If they're good enough for Terry "Minder" McCann, they're good enough for us! Here they go again!

**IRON MAIDEN**
If you want to wear a decaying skeletal beast on your sleeve, this is the one for you.

**KISS**
If you're looking for a crazy, crazy night, wear this little cutie on your back pocket.

# METAL FACTS

**1** **Gene Simmons** real name is Chaim Klein. He was born in Israel, is 6'6", has a 7" tongue and claims to have bedded over 2,000 women. It is also claimed that he wears a wig on stage.

**2** **Status Quo** aren't metal. They just seem to think they are.

**3** **Def Leppard** have they're own language. A Lepp trip, for example, means a large spate of bad luck. Aptly put, guys. (For those of you who don't know, their latest album took 4 years to make. In that time they'd tried to produce it themselves and failed, tried it with Jim Steinman (of Meatloaf's Bat out of Hell) and failed, had 2 car accidents (One claiming Rick Allen's (the drummer's) left arm and the other nearly claiming the final and successful producer's, Robert John 'Mutt' Lange's, legs. And it took 11 months to reach number one in the American album charts.)

**4** Speaking of that car crash, did you know that Rick's Stingray Corvette is still drivable? And that Rick still drives?

**5** KISS have a huge warehouse full of old KISS paraphenalia including old costumes, boots, presents, stage items, and even the entire stage from the 'Creatures of the Night' tour!

**6** El Presidente's wife (Mrs Presidente) just happens to be best friends with the wife of Steve Harris, bass player for **Iron Maiden.**

**7** The last Metal band to get to No. 1 in the singles charts was **Europe**, with their wimpy Scandinavian offering, ***The Final Countdown.***

**8** Did you notice that the chorus to **KISS's *Reason to Live*** sounds identical to the chorus of **Foreigner's** No. 1 hit ***I Wanna Know What Love Is?***

**9** It's claimed that the most expensive album ever was **Def Leppard's *Hysteria.***

**IF you reckon we're talking rubbish don't just stand there . . .**

**Tell us what you think.**

**Stick your comments on paper, fill in and cut out the coupon below and send it in . . .**



JIM

## CALIFORNIA GAMES

Q. What is the difference between Jim Douglas and a male cow?
A. One writes bullxxxx, the other produces it.

I'm talking about that totally, awesome lump of crap which Jimbo 'Dimbo' Douglas gave eight stars. **California Games** is the one. The graphics are worse than a Jackson Pollock painting. Controls are impossible and as for lastability, I played it once and put it at the bottom of my naffy games drawer. How could you have called it "One of the best sport simulations around"? I totally agree with everything Lee Harral said. Oh by the way, put your head under a sharp guillotine. Other than Jim Douglas, the mag is great!
PS. Don't think I don't know where you got these Worst Games in the World from. None other than Cascade's 50 Greatest Games, which you get free with your first choice in the Home Computer Club. Ever heard of copyright?
**David Scott**
**Dartford**
Putting his fiver towards:
**Side Arms**

## TARGET RENEGADE

**Target Renegade** is one of the only five brill games in my load of 300 and a half (The half is **Kikstart 2** – it's too bad to be a game!). Jimmy Wimmy only gave **TR** ten stars. Sheez, is he dim or what? It deserves a Classic because of the mega cool two player action, the fact you can pick up weapons to beat the sxxt out of everybody, and the hyper mega cool graphics. Last of all, the sexy women on level 2. By the way, I'm going to tell the bear Chris Jenkins' *dark* secret.
**'Mad' Max Welch**
**Sutton Coldfield**
Putting his fiver towards:
**Operation Wolf**

● ***Chris Jenkins hasn't actually got a dark secret – it's more a sort of lemony yellow...***

## BIONIC COMMANDO

Oy oy oy OY! What'cha think yer doing, Douglas? First you give **Soldier of Light** six stars when it's worth sozz all, now you give **Bionic Commando** seven stars when it is absolutely flum-pum-biddly-boink! Okay, it's got a few tiny, hardly noticeable, not-worth-mentioning buglets, but they don't affect the dronglesome gameplay or addictiveness, now do they?

That bionic arm is completely brillskill. Everyone go and buy this game before... before... before... I blow up and shower you wiv giblets! Anyway, 'nuff of this, I want another game. T'ra.
PS. Please, please print this – grovel, fawn, whinge, crawl.
**Leigh 'Eeeew!' Loveday**
**Port Talbot**
Putting his fiver towards:
**Never you mind, sonny boy. Oh okay then, R-Type**

● ***Crawling works every time...***

## THE GREAT GIANA SISTERS

Fifty-five!?! What's your game! (If you'll excuse the pun). I'm talking about **The Great Giana Sisters**!

When my computer melted from playing this mega-cool game, I read your review. How could you give such a brilliant game 55!?!

The animation of the characters and backgrounds are mega-brill, and all the features of the gameplay make it worth at least a classic. You obviously live up to your name, being a proper Tony.

Apart from that bodge review, your mag is ultra-mega-skill, especially the megatapes.
**Gavin Sharpin**
**Kings Lynn**
Putting his five towards:
**Overlander**

● ***Actually he's more of an improper Tony...***

## BARBARIAN

**Barbarian** is hopeless, frustrating and rubbishly no good. It's one of those games you want to throw at Tony Dillon's face because he give it such a good review that you ran out and bought it. **Barbarian** is crap.

What does Tony do as a past-time? Study beetles? Or does he have a part-time job as a pig farmer?

I think the game should have got around 70%, not the over-given 92% it did. It's boring, the icons are frustrating, the game hasn't a sign of addictiveness. This is a let-down to the mag. Come on Tony – you can do better (can't you?).
PS. I'll just pop out and sell **Barbarian** to some idiot.
**Zahoor Sharif**
**Middlesbrough**
Putting his fiver towards:
**Overlander or Bionic Commandos – it depends what I feel like on the day.**




## TRACK SUIT MANAGER

It's amazing! "What is?", I hear you cry. 'Tis this, oh inquisitive ones: Tony Dillon has done something right! I'm referring, of course, to the review of **Track Suit Manager**. 93%, wowee! At first I thought it was a misprint, but no. The game is so complex, it's astounding. The tactics you can chose are well hard – from aggressive tackles to avoiding hard tackles, or normal build-ups to quick counter attacks.

However, what went wrong in the review? Screen 1 is in fact the 'match screen', screen 2 the 'other matches' statistics' screen and screen 4 the 'scout report' screen (which you can put on any player which the scout has seen).
Give TD a rise – he done well!
**Jonathan Blythe**
**Huddersfield**
Putting his fiver towards:
**Soccer boss! (Only joking – last Ninja 11)**

● ***Tony Dillon says... Oh thank you, thank you, thank you, thank you (Oh shut up Tony G.T.)***

TAMARA



## VIXEN

Flurck! **Vixen** – crummy **Thundercats** clone. The graphics are awful. Gameplay is awful, worse on the bonus levels. Stones, they look like gravestones in Bratattack. OK, the girly is fairly well animated, but that sure don't make up. NMDs look like OALs (Old Age Lizards) having lost their walking sticks. Get what it's cloning – **Thundercats** – and never buy **Vixen**. Or do you want to hear my last word...
**Richard Williams**
**Foxton**
Putting his fiver towards:
**Operation Wolf**



GRAHAM

# The WRITE STUFF?!

## FOOTBALL MANAGER

How could Graham Taylor give **Football Manager** 94%? It is total rubbish! It takes ages to play one game, the action is boring and repetitive and are you meant to sit there until you have reached division 1? It would take at least 25 years! Also, the graphics are jerky and there is mass colour clash, so how could he give graphics 68% **Football Director** is 1,000,000 times better and it is £1 cheaper. And as for playability and lastability 99% – how could you give 99% for a boring game which has all the lastability of **Voyage Into the Unknown**.

In case you hadn't noticed, you are not the only Specky mag on the market. If you cost me another £10 by getting me to buy a rubbish game, I will buy Your Sinclair or Crash instead.

I would give FM 2 19% for graphics, 30% for sound, 11% for playability, and 2% for lastability. I would advise anyone not to buy FM 2. It is not worth the tape it is recorded on.

**James Davidson**
**Surrey**
Putting his fiver towards:
**Getting into the shed for a Chelsea home game**

● ***I loved it. I still do. Either I'm completely mad (which is possible) or you're wrong or it's just a matter of opinion. Funny old game Football isn't it?***

## MARAUDER

Now let me get straight to the point. **Marauder** is utter rubbish. The graphics may be good but who left out the gameplay and addictiveness you waffled on about in the review. The gameplay is slow and incredibly boring and the beacons system is incredibly frustrating. The end of the second level is impossible because you can't move forwards or backwards, only sideways and fire, and you can't use a smart bomb on the end of level sections either. Whoever reviewed it must be insane. So come on Hewson. You can do better than that.

PS. I love a good whinge, but **Marader** is still useless.

**Jonathan Wren**
**Ilford**
Putting his fiver towards:
**Operation Wolf**

● ***Can't get past level two eh?***

## WHERE TIME STOOD STILL

When I saw your marks of 96 for **WTSS** I thought rubbish! No game could be as good as this. But you were right (as always). I went and bought the game and after loading it, found it was excellent. The music was fab, the graphics the best on the Spectrum to date. Seeing Jarret carried away by the Pterodactyl is superb. All I can say is, if you have a 128K Spectrum, go out and buy this. It is the best game around.

**Peter Slack**
**Northumberland**
Putting his fiver towards:
**Bionic Commandos**

## ROADBLASTERS

Chris Jenkins – how could you give **Roadblasters** eight stars? It deserves at least a Classic!

This game is totally amazing! The graphics aren't bad and resemble the coin-op. I eagerly awaited the game after putting thousands of 10p's into the coin-op. Seeing the screenshots when you previewed it in issue 77, I almost jumped out of the window!

Go out and buy **Roadblasters** now – it's fast and furious and the playability is just right. It's one of the most challenging games in the shops at the moment.

**Rob Gurner**
**Bushey**
Putting his fiver towards:
**The Vindicator**

● ***Liked it then, did you?***

## FOOTBALL MANAGER 2

As I was looking through July's issue of SU, I read Graham's review of **Football Manager 2** and noticed the incredibly high score it got (94%). So, I rushed out and bought the game. After loading **FM 2** and playing a couple of games, I noticed how utterly crap and boring it was.

Graham, when you reviewed this, had you been to a party the night before and had too much to drink, then the next morning when you reviewed the game your brain wasn't functioning correctly and you accidently wrote 94% instead of 49%?

**Paul Crockford**
**Midhurst**
Putting his fiver towards:
**Tracksuit Manager**

## ROADBLASTERS

Hip hip hooray! What an excellent game. I love the fast moving action and ace graphics. The sound is good, but some things are missing – like the weird things that appear in level 4 in the arcade version. I wondered what they were when I ran into one and exploded. I loved the rest, though. I think US Gold have surpassed themselves with the game.

**Stuart Shanks**
**London**
Putting his fiver towards:
**The Vindicator**

## FOOTBALL DIRECTOR

How could Chris Jenkins give this trash four stars, huh? Why did you give it six and seven stars in the SU charts? Well, it has many options, like transfers, FA Cup, but when you play the game, it's just BASIC!!! I hope **FD II** does as well as this rubbish.

PS. Tamara Howard is skill. Lay off her!

**Mark Sharpley**
**Macclesfield**
Putting his fiver towards:
**Roadblasters**

● ***Actually instead of laying off T. H. we've layed her off. Ha Ha. (That was a joke.)***

**CHRIS**



**Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.**

**Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!**

**Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.**

**Now, aside from seeing your work in print we will send you a crisp £5 – or cheque – to put towards the software title of your choice – tell us what you plan to spend the money on if your review is printed.**

**You've probably noticed that we don't print pictures any more, so you can stop sending them. Jim only sticks them on his typewriter and burns a hole in them anyway.**

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**Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (or any recent game) and fill in the coupon. *Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU. EC1R 3AU.**

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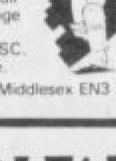


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Another exciting month out there on the streets with a real weird release from Sega, **Dynamite Duk,** hit me with those mooseheads baby... and more shots from the mega-hit to be **Galaxy Force**... plus a new dimension in Pinball with **Banzai Run** from Williams. Cor!

## STOP PRESS: Galaxy Force Extra

*The bit of the PC Show, as far as the arcades on the floor goes at least, had to be **Galaxy Force** – as reviewed in this very column a couple of months ago. The punters were queuing up to play this one almost as much as they were queuing to have a go on the Microprose stomach churning simulator.*

*Yup, **Galaxy Force** is going to be one of the licences to look out for next year, sure enough – and it's so fabby that we thought you might appreciate another, more detailed look at the game. Sega seem to have got a corner on the hardware expanded sprite routine market, and they exploit it to the full in **Galaxy Force**. Duck your head as you zoom through tunnels and stuff. Whoop as you twist and turn through the lava fountains that whoosh up from the planet's surface. Sob as your shield crumbles away to nothing and you run out of energy... requiring a boost of another host of 10p pieces. Take it from me babes – **Galaxy Force** is going to make a Star Pilot out of the wettest Space Cadet, so start scouring the arcades for a unit now!* ■






## Dynamite Duk

No, that's not a spelling mistake – not by me anyway – but the name of another new Sega game that has an attractiveness cutesieness of graphic and weirdness of humour that will have you coming back for 'just the one more' at least seven or eight times.

The silly scenario is mildly ripped off from **Bubble Bobble** in that your two ducks (yup, it's one or two players) are frolicking in a field of flowers with this young woman (yes, I know – sounds a bit dodgy, don't it?) when she is abducted away into the world of Ackacka by who else but Ackacka the Great. Natch, you follow, and enter a surreal world of bouncing orange moose heads and wild packs of roller skating mice.

The cartoon-like graphics are the key to this simple and relatively undemanding game. They are superb – unequalled in any game to date – and designed in such a way that you can't help laughing when some of the harmfuls come on the screen. A skateboarding fox – togged out in all the kit????



# OPS




## Banzai Run

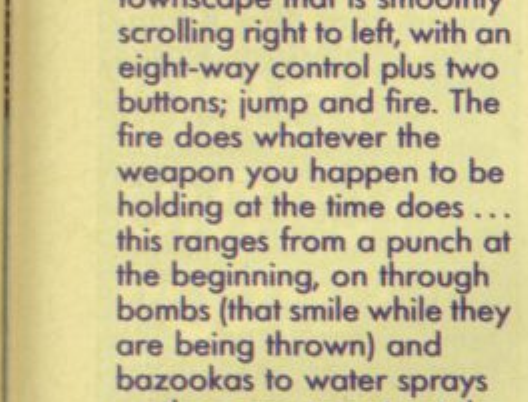
Pinball – Bleeding Hell, whatever will they think of next, Roger I mean, with **BMX Rally** we had multi-ball action from the beginning of the game and some great skill shots. But the latest Williams Pin table has all the usual trappings of a first class bash – plus a vertical, yes, vertical playfield!!! This is positioned where the backglass usually goes and to get to it requires a tricky right-hand flipper shot... but then you go into heights undreamed of in pinball previous to this game.

The theme of the game is motorcross, that's motorbike on mud to you, and the aim is to become King of the Hill. This is done by, eventually, making a particularly nasty shot on the vertical playfield.

Dazzling sound and light, plus a fluid flow to the gameplay, make **Banzai Run** a table to look out for in the dark winter months.

Your Daffy-lookalike duck wanders along a townscape that is smoothly scrolling right to left, with an eight-way control plus two buttons; jump and fire. The fire does whatever the weapon you happen to be holding at the time does . . . this ranges from a punch at the beginning, on through bombs (that smile while they are being thrown) and bazookas to water sprays . . . these are to put out the fire elemental at the end of the first level.

The gameplay is simple dodge and fire stuff, but entertaining enough and a joy to watch. Well recommended■






**FAXBOX**

Cutsie highly graphic horizontal (pseudo 3D) scroller with a surreal sense of the ridiculous

Graphics **10**
Sonics **8**
Gameplay **8**
Addictiveness **8**

OVERALL **9**

## Centre Court

A little late for Wimbledon it might be, but if you are a tennis fan, then **Centre Court** (again from Sega) is going to appeal to you. Up to four players can have a bash at one time, as it's built round a kind of tabletop cabinet with two sets of controls either side.

There's an eight-way joystick for movement of your player and four buttons to select which type of shot you wish to play – Lob, Topspin, Slice or Flat.

Play starts with selecting difficulty rating – I'd strongly recommend the easier . . . even though you'll still get creamed. The computer happens to be very good at this game.

There's a shot of you from behind the baseline, throwing the ball up into the air to serve. At the top of the throw you select a shot, then the screen switches to a top-down, very detailed, view of the court.

Then it's just a matter of moving your lad around the court, being at the right place at the right time and selecting the right shot. No probs! Errr . . . well, as I said, the computer is pretty good at the game so don't expect to beat it first time. Probably better playing another human **Centre Court** is still fun , . . though personally, I'd rather play **Power Drift!**■



**FAXBOX**

Centre Court is good fun but you'll find the computer is much better at it than you

Graphics **9**
Sonics **7**
Gameplay **7**
...ness **7**

OVERALL **8**

**This month we look at interfaces and Damian Scattergood gives advice on using the Spectrum ports to their best advantage.**

# HOW

## "DO I CONNECT A PRINTER TO MY SPECTRUM" A question from James Peabody (and loads of others actually.)

Well, James, it depends on which sort of Spectrum you've got and what sort of interface you want to use.

First of all what, actually, is an interface? Well, think of it this way. Person A decides to design a computer. He builds it around a Z80 microprocessor, chooses the speed at which it is going to operate in his design and the voltage it will run on. He makes hundreds, perhaps thousands of decisions, both big and small.

Person B decides to design a printer. He chooses electric motors and sprocket sizes and fixes the voltage it will run on and the number of characters it will accept per second. He too, makes hundreds, perhaps thousands, of decisions.

Now suppose Person C buys a computer from Person A and a printer from Person B and tries to join them together. Person C discovers that the computer sends characters too quickly for the printer, that the plug and sockets don't match and to cap it all, the printer runs on twelve volts whilst the computer runs on five so that if they are connected together, there is a danger that one or other unit will burn out.

Person C is not discouraged. He is a dab hand with a soldering iron and decides that if he is stuck with two incompatible units there must be others like him. He decides to design and build a black box to allow the computer to talk to the printer and calls it — an

## Interface

So there we have it. An interface was originally just a black box for joining together two otherwise incompatible pieces of kit. The reason that the old ZX Printer didn't need one when connected to the ZX81 or the ZX Spectrum is because good ol' Uncle Clive designed one unit specifically to work with the others. That is fine as far as it goes but these days a number of recognised standards have evolved and the Sinclair design doesn't come close to any of them. Sinclair recognised this when he built the Spectrum Plus 2 and Plus 3 with an RS232 port.

There are two common standards for connecting our sorts of computers to printers and for historical reasons, which are interesting without being particularly useful, the two standards are called "RS232" and "Centronics".

## RS232

*The RS232 is a very loose standard but it is better than nothing. It can be murder getting a particular combination to work. For example, some equipment signals "ready to receive" by pulling a line negative whereas others pull the line positive. Also there is considerable confusion over what constitutes "transmit" and "receive". It all depends on which end you are looking from.*

*The RS232 standard is also rather slow. The data is sent "serially". This means that each bit of each successive byte is sent in turn using a single electrical connection rather like a group of people walking in single file down a narrow track. A second wire is used by the receiving device to signal that it is ready to accept the next byte of data.*

*There are several items that can be varied in order to match two particular pieces of equipment. For example the number of "stop bits" which are sent to signal to the receiving device that all the bits for a given byte have been transmitted can be changed, as can the system of error checking and the rate of data transmission. It can be a bit of a struggle to get all these items correct.*

*A particular advantage of Centronics is that it is bi-directional, that is data can be sent through the interface in both directions. This is of no use when connecting a printer to your computer (because a printer never sends data to the computer) but it is a different matter if you want two computers to talk to one another. This is where the RS232 system comes into its own.*

## Centronics

**The Centronics interface system was specifically designed for connecting a printer to a microcomputer. The data is sent "in parallel". In other words, eight wires are used to carry the data so that all eight bits of each byte are transmitted at one go. This is like a group of eight people walking side by side instead of one behind the other as in the RS232 system. As a result the data can be sent more quickly because the interface simply "posts" each byte in turn, rather than breaking the byte into individual bits to be "posted" singly.**

**There are several Centronics interfaces available for the ZX Spectrum and they should all work with all printers with a Centronics interface. If you want me to recommend one in particular, I have found that the Kempston E interface works well.**

**If you have several other items to connect to your computer — for example, a joystick interface or a disc interface — then you should consider the physical problems associated with having a string of boxes stacked on the end of the Spectrum edge connector. The edge connector is neither robust nor electrically infallible. It is also all too easy to overload the Spectrum power supply if you have several extra boxes plugged into the edge connector, all drawing their power from the main unit. In my own, horrible, experience this can lead to unpredictable failures, in parts of the chain even though the individual units work satisfactorily when connected separately to the computer.**

**My own preference is to choose interfaces which have their own power supply, even though they tend to be more expensive and you end up with a tangle of "knitting" behind your computer.**

**When actually buying a printer the safest bet is to get a machine with both an RS232 and a Centronics interface if possible, because you can assume that one or other system will be present on any computer you buy in the future.**

# THE HELL!!!

## "DO YOU USE THE SPECTRUM INPUT/ OUTPUT PORTS? "

Asks Bob Brake of South Glamorgan. "Right", I thought, "I'll ask Damien Scattergood of Emerald Software to have a crack at this one." Over to you Damien.

To understand exactly how to use the ports to their full potential you must first grasp the basic concepts of computer hardware. This way you can see more clearly why I/O ports work the way they do. A basic computer consists of a CPU, both ROM and RAM and a collection of ports. Ports are the computers connection to the outside world. They control things such as printers, discs, keyboards and extra memory etc. The ports are linked to the main computer via the control/ data and address buses. Information can be fed to and from these ports.

The ports are the computer's life-support system, for without them even the biggest computer in the world would be useless. Viewing a computer this way you should be able to see that using the I/O ports to good effect can be very advantageous, as you will be controlling the hardware directly.

However, due to the low level nature of such control, the result of feeding a hardware device the wrong information can be disastrous. Imagine actually telling the head of a disc drive to bounce up and down on a disc or worse, to bash itself off the inside of the disc drive indefinitely. These things can happen!

At such a low level, each bit in every byte is important as each can represent a different instruction for the hardware device. This can be seen by examining port 254. This is the most commonly used port on the Spectrum, connecting the keyboard/tape recorder/border and sound devices together. If a single byte was sent to this port, its bit values would represent the information as follows:

BIT 0, 1, 2 ***THE BORDER COLOUR***
BIT 2 ***THE MIC SOCKET***
BIT 4 ***THE SPEAKER***
BIT 5, 6, 7 ***UNUSED***

As can be seen the lower three bits are the current border colour. Note that three bits give a possible value of 0-7 thus controlling the eight possible border colours on the Spectrum.

The Mic bit is the information read in from the cassette port. Bit 4 is useful to us. This bit is written to the speaker. Sound is generated by turning this bit on and off at extremely high speeds. You can experiment easily with this port by sending random values to it from Basic.

For example, to make a buzzing sound in Basic, type in the following line:

```
10 Out 254,0: Out 254,16: Goto 10
```

Although this is fast, in machine code the speed increase is phenomenal. It is through the use of such low level techniques that multichannel music can be obtained on the 48K Spectrum. Some amazing effects can be generated using the same basic high speed techniques to change the border colour. In Basic the border colour can be changed perhaps 100 times a second. In machine code it can be toggled thousands of times per second.

As an example, try the following assembler program:

```
         ORG 30000
BORDER   XOR A        ;LOAD A WITH ZERO
LOOP     OUT (254),A  ;SEND TO PORT
         INC A        ;ADD 1
         JR LOOP      ;REPEAT FOREVER
```

However, as well as all the advantages of such a low level control there are some problems which have to be dealt with. A good example of this is the Spectrum interrupt system. To generate interrupts the Spectrum takes a value from the I register and another from the data bus and calculates the address for the interrupt code IS. On a standard Spectrum, the normal value returned on the data bus is 255. However, if different hardware is attached to the Spectrum, such as a Kempston joystick, then this value can change. The data bus signals change to allow the Spectrum to recognise the additional hardware. This means that 255 possible values could be on the data bus when we access it. So if your interrupt programme relied on a particular value it would not work all the time.

To get around this, you must alter your code so that it can cope with the varying changes. Problems such as this have come to the fore more since the advent of the new 128 machines. Each of the different models of 128s have had some slight technical differences which have posed some interesting problems for programmers. Programming in Basic these changes are not that noticeable but at the low end programmers must be aware of the subtle differences.

Each of the machines has a different version of ROM to cope with the new hardware and memory so programmers have had to adjust their code so as not to rely on certain areas of ROM for information.

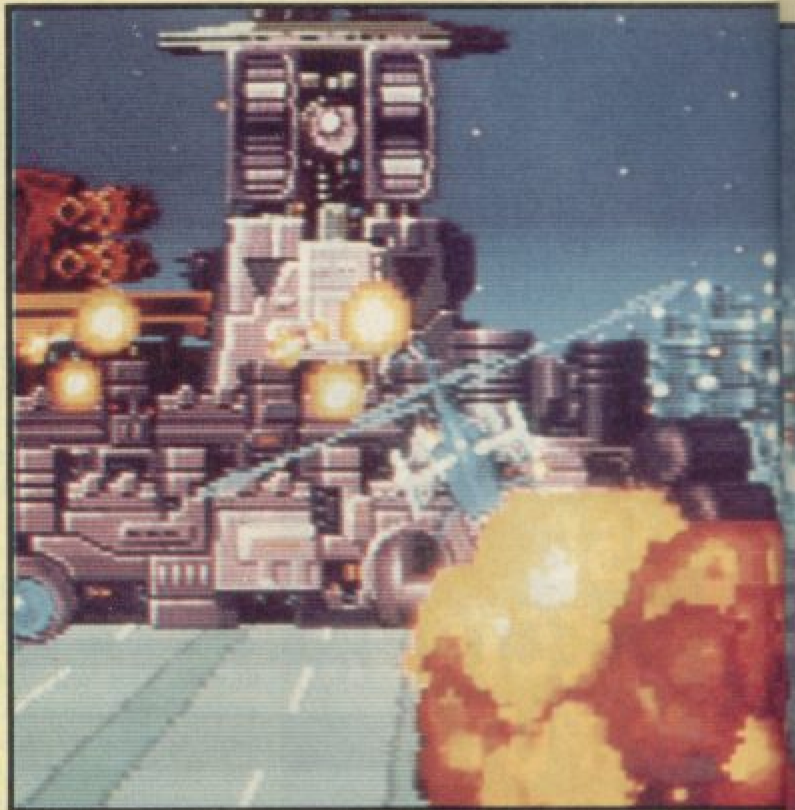
All said and done, use of the I/O ports on the Spectrum at a low level is recommended. Once you are aware of the pitfalls and plan ahead, you should be OK.

### *FIGURE 1 SPECTRUM I/O PORTS*

| PORT | I/O | 48K ONLY |
|---|---|---|
| 31 | KEMPSTON JOYSTICK | |
| 251 | PRINTERS | |
| 254 | SPEAKERS-BORDER-KEYBOARD | |
| 239 | MICRO-DRIVES | |
| 191 + 197 | KEMPSTON E PRINTER INTERFACE | |
| PORT | I/O | 128K ONLY |
| 65533+'49149 | AY8912 MUSIC REGISTERS | |
| 12285+ 63486 | JOYSTICK 2 | |
| 16381 | DISK DRIVE +3 | |
| 61438 | JOYSTICK 1 | |
| 32765 | MEMORY BANKING | |

# BLUEPRINT

**It's shocking, it's scandalous and it's back! The page they tried to silence, choc full of the most secret information that we shouldn't be printing at all. Read it quick before the Supression of Information boys get their hands on your copy and try to hush it up!**

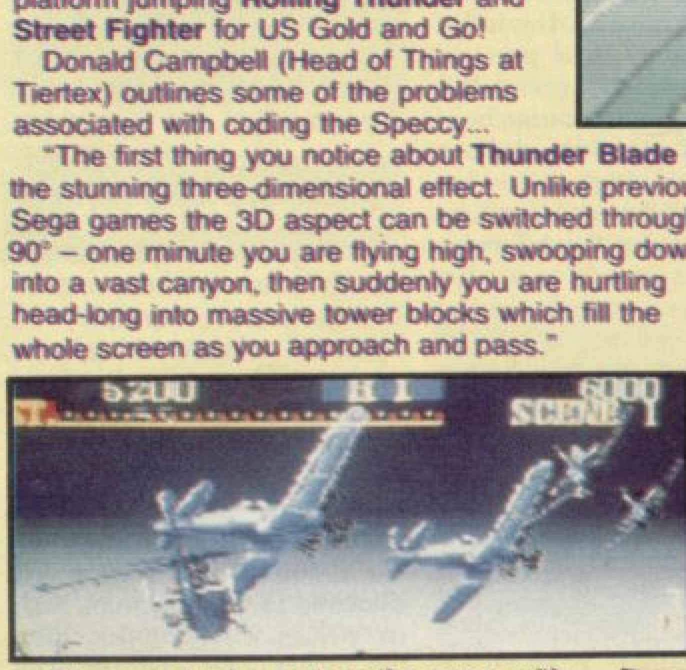


**Thunder Blade** is the latest in the line of exciting 3D coin-ops from Sega, following hot on the heels of the likes of **Out-Run** and **After Burner.**

Scheduled for release by US Gold this Christmas, the responsibility for coding the Spectrum version has fallen to Tiertex – the Manchester based software developers whose recent softography includes the brilliant skate-boarding **720°**; platform jumping **Rolling Thunder** and **Street Fighter** for US Gold and Go!

Donald Campbell (Head of Things at Tiertex) outlines some of the problems associated with coding the Speccy...

"The first thing you notice about **Thunder Blade** is the stunning three-dimensional effect. Unlike previous Sega games the 3D aspect can be switched through 90° – one minute you are flying high, swooping down into a vast canyon, then suddenly you are hurtling head-long into massive tower blocks which fill the whole screen as you approach and pass."

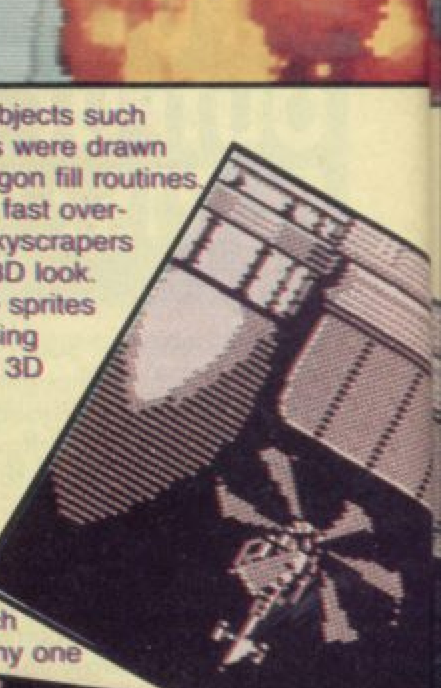


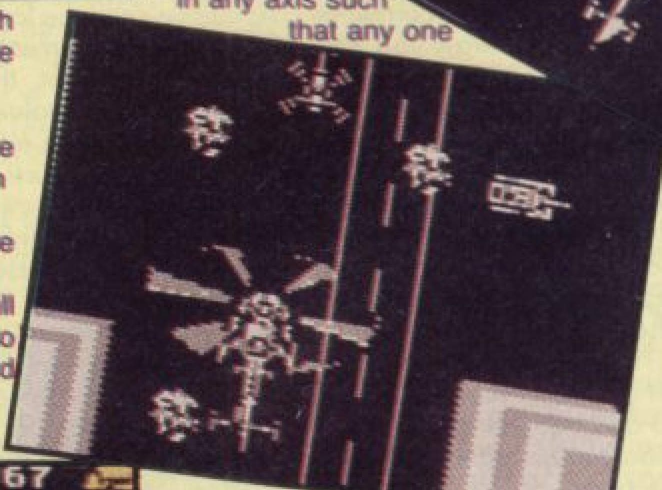

There are twelve parts to the game, with most sections having one of three possible 3D viewpoints.

The first priority lay in writing the 3D mapping routines which would convert the x, y, and z coordinates to specific screen coordinates with a shrink or size factor. These were developed in parallel with the 16-bit Atari ST and Amiga formats also under development at Tiertex and use full 16-bit maths. Obviously this was harder to implement on the 8-bit Z80 cpu but the end result does give the Spectrum version a feel very similar to the coin-op original.




The larger objects such as skyscrapers were drawn using fast polygon fill routines. This permitted fast over-laying of the skyscrapers giving a solid 3D look. The rest of the sprites were drawn using a sophsticated 3D sprite engine which can shrink or expand sprites as well as flipping in any axis such that any one



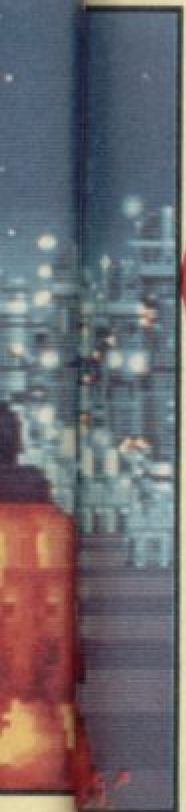


sprite can be displayed in up to 56 different ways.

For certain sections of the game it was also necessary to write a more conventional graphics shoot-em-up with large background objects such as the enemy battle cruiser built up from character blocks.

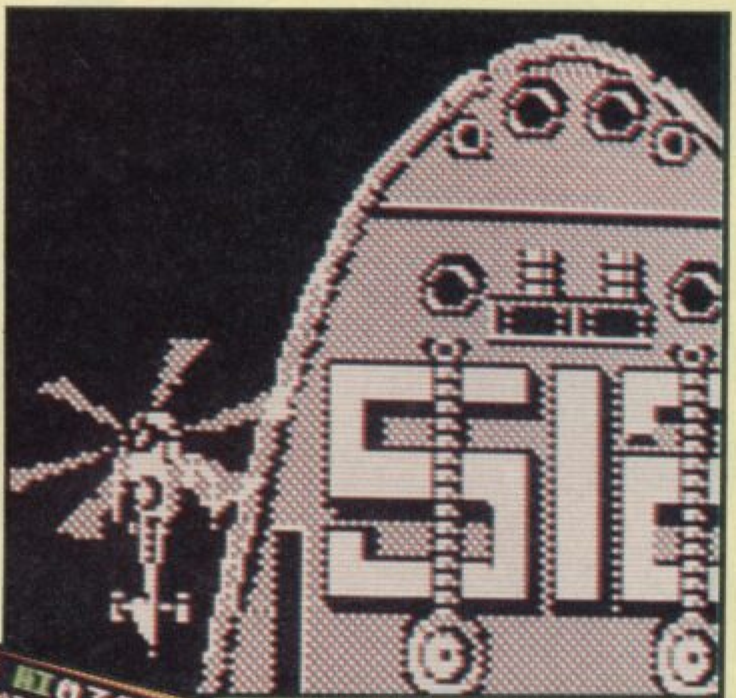
Due to the vastness of the game there is a large quantity of multiload object code and graphics – over 128K's worth, in fact. This is produced from over a megabyte of source code and graphics which are assembled and down-loaded onto the Spectrum from an Atari ST using Tiertex's own in-house development system.

# THUNDER BLADE



## COIN-OP

Astonishingly action-packed 3D chopper sim comes to Spectrum shock! With graphics the size of these, how on earth will the Z80 be able to cope?








**Thunder Blade** is now nearing completion and will be US Gold's major release this Christmas.

## CONTROL

The Coin-op controls are made up of a speed control and separate joysticks for up, down and bank left/right.

In addition there are two fire buttons for cannon fire and air to surface missiles. On the Spectrum version we decided to combine these functions so that left and right banks the helicopter with forward and reverse for up and down. If the fire button is held down whilst pressing forward or backwards the helicopter will accelerate or slow down. The fire button gives rapid continuous cannon fire and launches missiles every couple of seconds. The fire button is also debounced for rapid missile fire if desired.



## PROGRAMMERS

Tiertex was founded just over a year ago by Physicist John Prince and Electronics Engineer Donald Campbell.

They had previously worked together on conversions of **Indiana Jones** and **Infiltrator** for US Gold and were also involved with the development of **10th. Frame, Ace of Aces** and **Goonies.**

The Company recently set up new offices in South Manchester and now employs programmers Mark Haigh-Hutchinson, who worked on **Paper-Boy** and **Overlander** for Blite, and Chris Brunning, who is currently coding Capcom's **Last Duel** for release early next year.

Tiertex develops software across all the popular home micro formats using its own in-house 68000 development system. Object code is produced on an Atari ST using special assemblers and is down loaded onto the target computer along with the graphics.

The Company also employs full-time musician, Mark Tait who is currently composing an original score for the forthcoming **Human Killing Machine.**



# TH



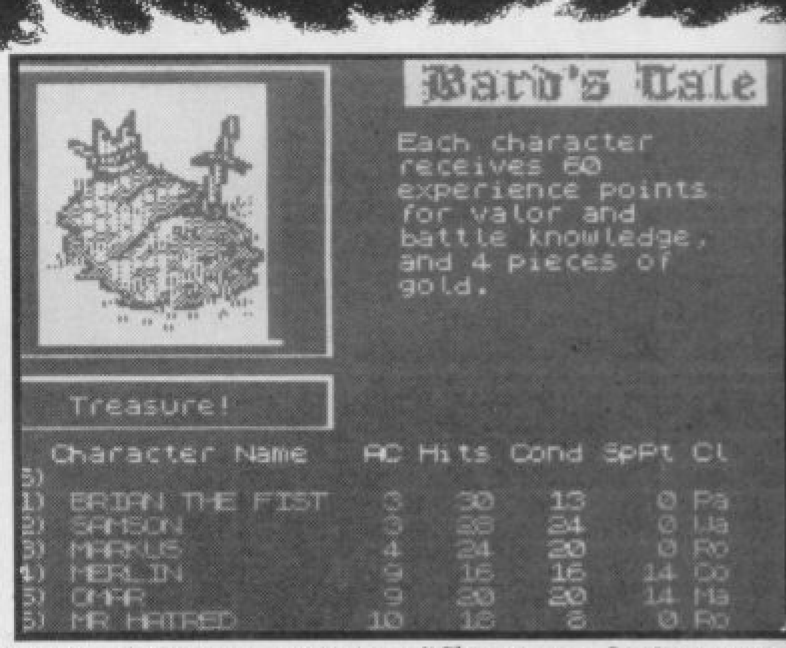
I'm suffering withdrawal symptoms at the moment. My day at the Academy usually begins with reading the vast amounts of letters that appear on my desk each morning. At the time of writing this column, however, I haven't had any letters for a long time because of the postal dispute.

It also means that I can't post any letters out either, so you will be kept waiting much longer than usual for a reply.

**B**ards Tale seems to have captured the imagination of many of you. Once you get the hang of the gameplay, it's one of those games that you can't leave alone.

I don't get much time for playing adventures these days as my duties at the Academy have begun to eat into my leisure time, but, I made the time to play this one until I finally finished it in the early hours of a Sunday morning. I felt that the ending left a lot to be desired, and was a bit of a let down after all the hours of fighting and spellcasting that I'd had to do to get there. But, I felt a great sense of achievement, nonetheless.






One of the most common puzzles that seems to stump players concerns a statue on the third level of Harkyn's castle. If you are carrying the eye that you found in the Catacombs, make sure it is equipped, and you will be teleported to the Blue Highway near Kylearan's tower. Once inside the tower you will find your



movements a bit restricted, but there is a way out of the first few locations. North 0, East 19 is a teleport that moves you to North 1, East 1 so you must avoid it. Instead you must go to North 1, East 19 and be teleported to North 21, East 21 from where you can begin to explore the tower.

*Thanks to Walter Pooley, The Innkeeper and The Rochdale Balrog for the following hints and tips.*

## Blizzard

*Pass. Where to find some of the useful objects needed to play this adventure. Examine the body on the east bank of the stream twice to find the Earth and Teleport Spells. To get the second Earth spell you need to dig the roof in the Smelly Earthen Cave. The chalk is found in the Low Passage, use it to draw a Pentagram to keep the demon at bay.*

*You will find a black robe in the robing room. Wearing it keeps you warm during the blizzard and lets you pass the hooded figure. Wetting it (out in the snow) lets you cool the sword, and wet the runners of the statue so you can move it.*

## Knight

*Part one. Under a mat is a key to the chest. Get Denzyl to do the nasty jobs. The bucket is down the well. The spear is under the bar at the Inn. When the Inkeeper takes the spear just go back and retrieve it.*

## The

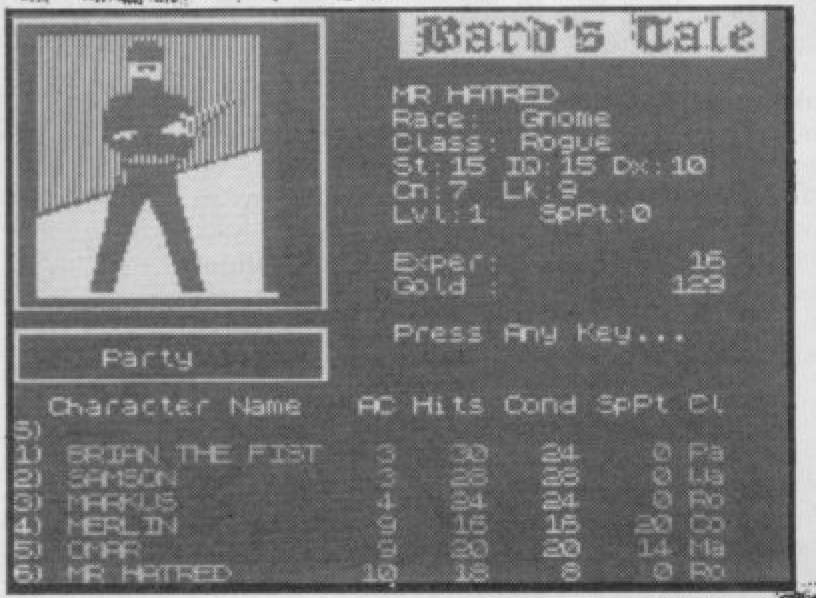
*Jade Stone. To get you started: North, wait until Sajo finds the manuscript, get the manuscript (it tells about the Jade Stone, which is kept by the Guardian at Vibran, at the Henge and has the power to destroy evil artefacts, but little is known about how to acquire it. Rumour says that three people have information... but who? Say to the Sajo* ***"Tell me about Stone"****, South, Northwest, Examine Bed, Get Sword, Southeast, West, Sit in Armchair, Get Needle, Get Petticoat, Wear Petticoat, East, Southwest, Examine Food, Get Cakes, East, Examine Table, Get Knife, Northeast, Ask Sajo* ***"Where is the prisoner?"****, Pull Beard, Down, Examine Prisoner, Talk to Prisoner, Talk to Soldier, Kiss Soldier, Talk to Prisoner...*

## Everyday

***Tale of a Seeker of Gold****. Take cakes from the oven and give them to the trolls. Dig at road end. Unlock chest and climb into it. Dig in garden and go tunnel. Blow horn when in need of help. Push door at cave entrance. Insert hand into crack (sword). Cut grass at copse (coin).*

# THE SORCERESS

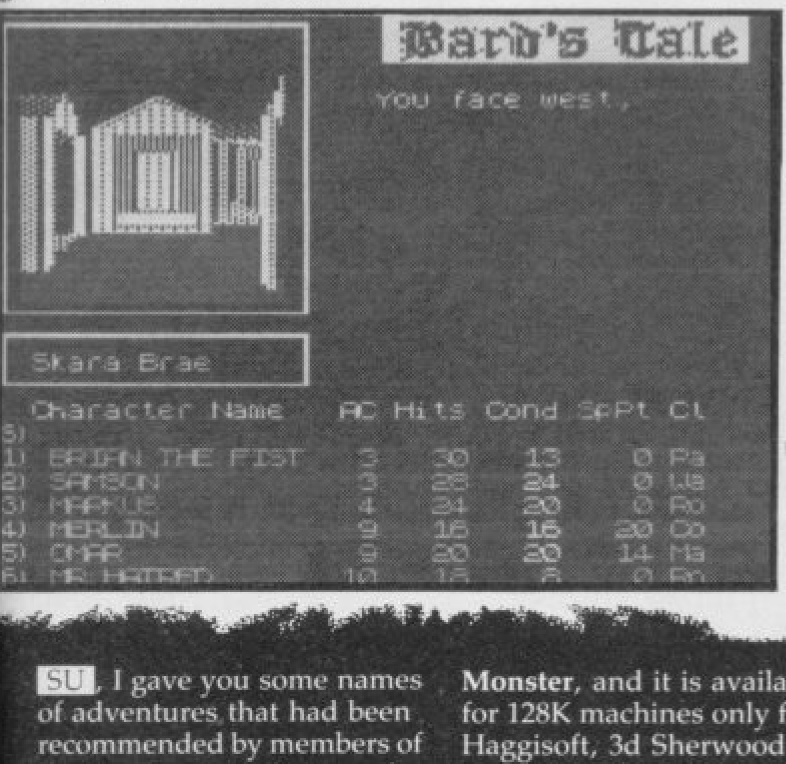
*Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.*




In North 10, East 13 you will find a magic mouth that asks you a riddle, the answer is **Stone golem**. Upon typing the correct answer you will be teleported to North 8, East 9.

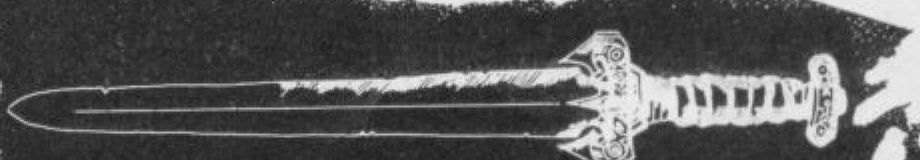


Now it's time to make an apology. In the September issue of




SU, I gave you some names of adventures that had been recommended by members of the Academy. Unfortunately, quite a few errors were made in both the title of the adventure and the address of David Haggerty. The correct name of the adventure is **Monster**, and it is available for 128K machines only from, Haggisoft, 3d Sherwood Road, Hurlford, Kilmarnock, Ayrshire, KA1 5DW. The price is £3.99 and you get a 48K adventure on the flip side of the cassette.





Some good news for those of you who have played and enjoyed Linda Wright's games, **Jade Stone** and **Cloud 99**. Linda has finished her latest offering **"The Beast"** which is for 128K machines only. The price is £4.50 on cassette, a little steeper than usual from Linda, but she assured me that this was because all her own costs had gone up. If you would like more details about the game or would like to send for a copy you can contact Linda at Marlin Games, 19 Briar Close, Nailsea, Bristol, BS19 1QG.

Well that's it for another month. Please keep the hints and solutions coming in. Until next month, fare-thee-well.



## WITTS END

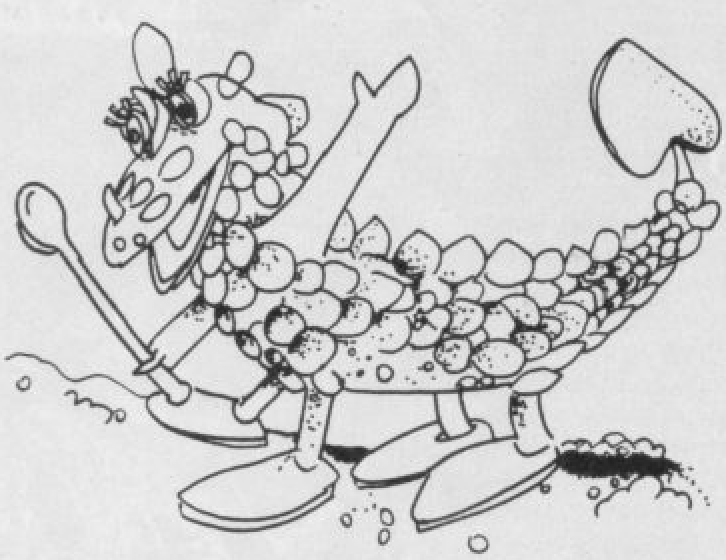
**FUDDO AND SLAM.** To cross the river you will need to visit the shoppe and **BUY AXE**. Go to large copse of trees and **CHOP TREE**. Make sure that Slam is with you and then **ROLL TREE** into river. To survive the icy wastelands make your way over the bridge and then to the base of the cliff where you can use Slam to get into the openig ... **CLIMB ONTO SLAM**. Once inside, **SEARCH MOUND** or **MOVE LEAVES** to reveal a dead bear, **SKIN BEAR** and get a length of fur to protect you from the cold.

**FEDERATION.** The matter dispacer will get you killed if you carry it in certain locations. Wear the shield to get through the Anteroom, north of Wrecked Mess Room. To avoid getting blown up by the destructor cannon, blow down pipe, which is in a drawer, in the main control panel. If you can't swim anywhere in the lake try swimming down.

**SHIP OF DOOM.** To finish. In the lift shaft by some coloured buttons: press red, press orange, press green. In the control room, push button, down, Press red, Press green, Press orange, up, north, north, east, north, north, push button ... completed.

**BARDS TALE.** Locations of the stairs in Manger's Tower. Level Two – there is a portal leading down at N17, E21. Stairs lead up to three at N2, F11. To go to Level Four you need to answer the Magic Hall in N4, E10 and then go to N9, E3 to find the stairs. The question must be answered correctly or you'll never find the stairs. To go to Level Five you must wait until all the doors become walls and the walls become doors then go to N4, E2 where a message tells you that tracks lead south. On Level Five don't be afraid to jump into the pool of boiling liquid.

# SPIRAL ARMY II



**This month Tarquin Lobotomy boldly treks across the vast infinity of Space to explore** Spiral Arm II **run by the cutely named Sloth Enterprises and looks further afield to PBM across the Pond.**

If I was going to start my own Play-by-Mail company, I think I'd call it Chicken Tikka Masala Unlimited – for reasons of excessively bad taste that need not be reported here. However, a close second would be to call it Sloth Enterprises – which would cause one hell of a lot of confusion, as there already exists such a mob down in Southampton.

Sloth run four games at the moment, two hand moderated and two computer moderated. The two hand moderated games are **Caturnalis** – a single character fantasy role-playing game (weighing in at £1.75 per turn) and **Kings of Steel** which is a Diplomacy-like war game in a Fantasy/ Medieval environment. In this one you start off controlling a single province and send out armies to lay into adjoining countries. Games are set at 12 or 24 turns and cost £2.00 apiece.

Gridiron fans could be interested in **Gameplay**, where you guide an NFL team through a whole season of huddles, hikes and leg breaking action. And just in time for the new season. Sloth are offering a special deal on this game.

The start-up pack, which includes two free turns, costs £3.95. Send off for it and within 10 days, if you are not satisfied, you can have your money back. Sounds pretty good to me. Write off to: Sloth Enterprises, Freepost, Southampton, SO9 1BH. And don't forget, you don't need a stamp for that – OK? The game that interests me most right now, however, is their **Spiral Arm II** game. This is set in a familiar "Galactic Civilisation Post-Collapse" scenario – just like **New Order** (reviewed last month) was. Only where New Order came with a big rule book and lots of tables, **Spiral Arm** simplifies things down to a small A5 format booklet of 18 pages. Now this means that the game is certainly less complex – so if you like doing cryptic crosswords and things then **New Order** is more likely to appeal to you. But for those of us that are still stuck on the Sun easy clues, read on.

The scam is that an alien-virus bomb struck the galaxy and most life forms were taken out – although a few mutant virus immune life forms gradually evolved and each began to construct the lost civilisation. You are at the stage where, resistant to the virus, you have repopulated your world, re-invented the tea bag and split the atom. A by-product of all this activity is that you've discovered the secret of inter-stellar travel and are ready and able to take the great leap out to found the Second Empire. The catch is... there are lots of other races that, by strange coincidence have reached this stage in their development at exactly the same time. And it's every man/snake/insectoid for themselves.

Yes, the nice thing about **Spiral Arm II** is that you can, up to a point, custom build your race. You start off with a total of 21 points, and must allocate them between four characteristics: Government, Biology, Environment and Aggression.

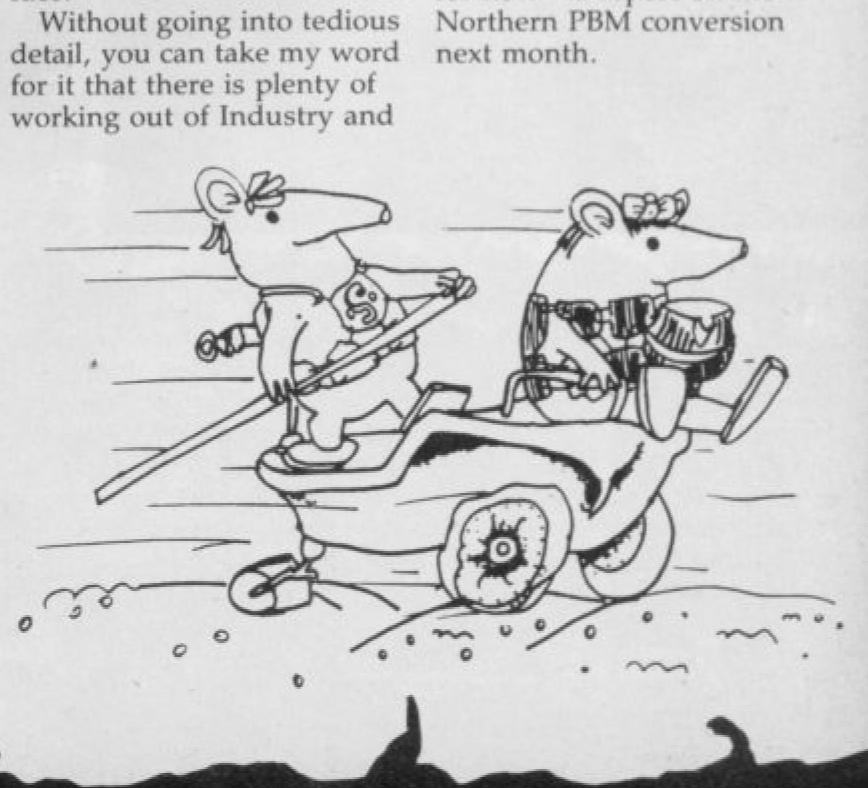
Government is a measurement of your ability to govern other races, Biology is your population growth ability, Environment is how quickly you adapt to a strange new environment. You then fill in a few details about the appearance and characteristics of your new race.

Without going into tedious detail, you can take my word for it that there is plenty of working out of Industry and Raw Materials etc, inter Galactic Battling and Diplomacy – but it is all presented in an easy to read manner and, as I said before, not too daunting or overwhelming.

As an ideal introduction to PBM, Sloth are offering the readers of SU a free start-up and two turns for absoutely nothing. Gosh, wow, etc. So write to them at the above address and check the game out. Turns 3-10 would cost you £1.50 each, 11 to 20 would be £2.00 each and should you last that long, turns 21+ would be £2.50. OK?

Finally then, a few addresses of US based PBM games, for those of you adventurous enough to want to attempt transatlantic PBMing.

Advent Games run a strategic level star empires game called **Takamo**; write to them at Box 81674, Lincoln, NE 68501. Game Systems Inc run a US Civil War game set in the year 2000 called **State of War.** Try PO Box 160129, Miami, Florida, Fl 33116, or how about **Hyborian War** From Reality Simulations. They'll send you a free start-up and rules if you contact them on PO Box 27576, Tampa, AZ 85282. All those are USA, of course. That's it for now – a report on the Northern PBM conversion next month.

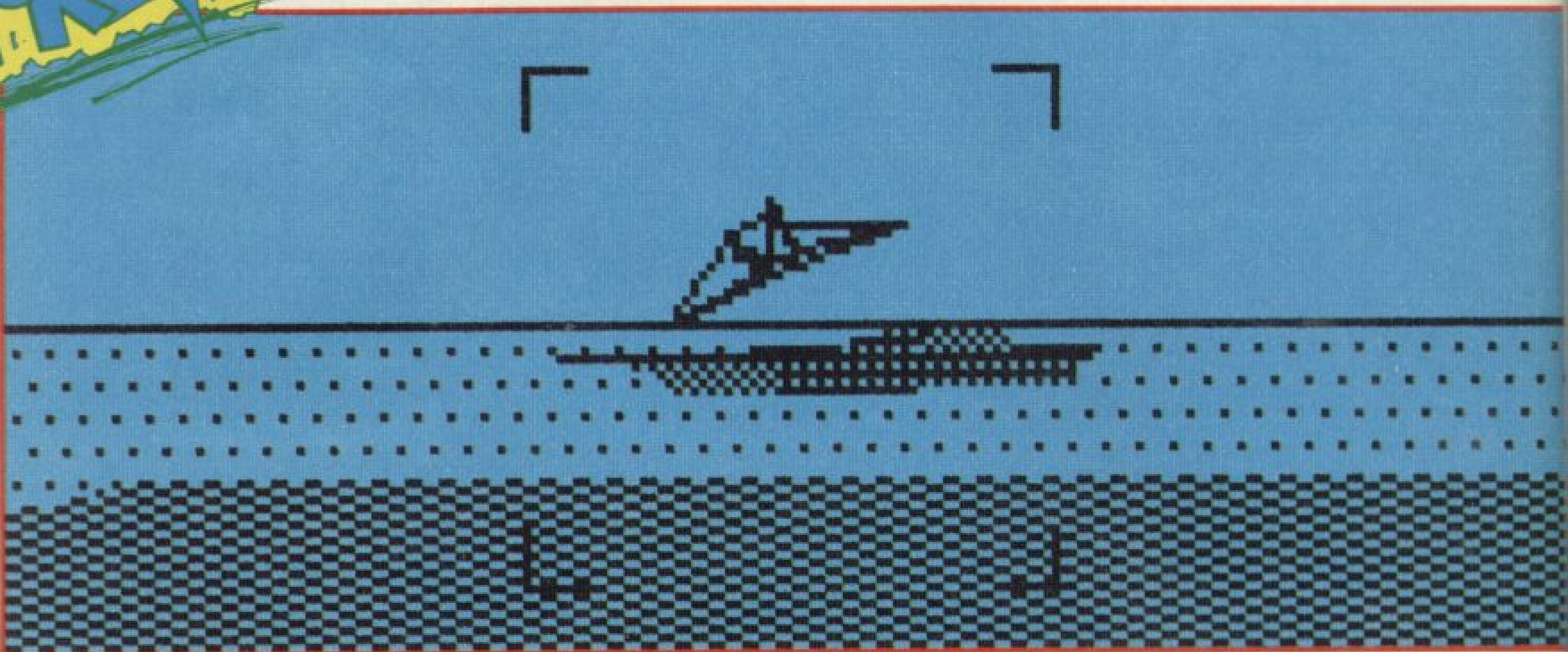




INTRODUCING THE FASTEST CRAZIEST GAME SHOW ON EARTH
REQUIRING FAST REFLEXES...NERVES OF STEEL...AND A PASSION FOR PAIN.
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ACTUAL SPECTRUM SCREEN SHOTS
AND TO GUIDE YOU THROUGH IT HERE'S THE MAN WHO CAN...
THE HOST WITH THE MOST...THE ONE AND ONLY...BOBBY YAZZ!!!
THE BRONX CLUB
FOR FREE MEMBERSHIP WRITE TO P.O. BOX 910, LONDON N11 1TJ.
The Bobby Yazz show is a totally addictive and excellently presented game that will bring hours of fun!!...85%...CRASH.
A Novel idea and one that I can see being copied quite a lot...C & VG.
SPECTRUM
tape £7.95
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DESTINY
COMING SOON
ATARI ST
Disc £19.95
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Disc £19.95
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MEGA PREVIEW

# CARRIER COM



When **Carrier Command** hit the 16 bit machines a few months ago, it was hailed as the perfect strategy game. Since then, Rainbird have been busily beavering away, putting together the finishing touches to the Spectrum version, and by golly, it's good.

The idea is to try to gain control of an archipelago of 32 islands, situated somewhere, er, well judging by the rather bland scenery, somewhere off the coast of Bognor Regis. You have at your command the ACC Epsilon (probably the best aircraft carrier in the world) and are pitted against the ACC Omega, a similar carrier stolen pre-launch by a band of mercenaries who want nothing more than to control more islands than you.

Your carrier defences are made up of 3 components. The carrier defence consists of a large cannon rotatable through 360 degrees up/down and mine-like drones that float just outside the carrier. On board you can carry up to 4 MANTAs, otherwise known as airplanes. It's with these you can strafe enemy installations in preparation for invasion. Finally, there's the WALRUS's. These are amphibious tanks, used to invade islands at ground level, carry fuel and supplies and build command centres and factories.

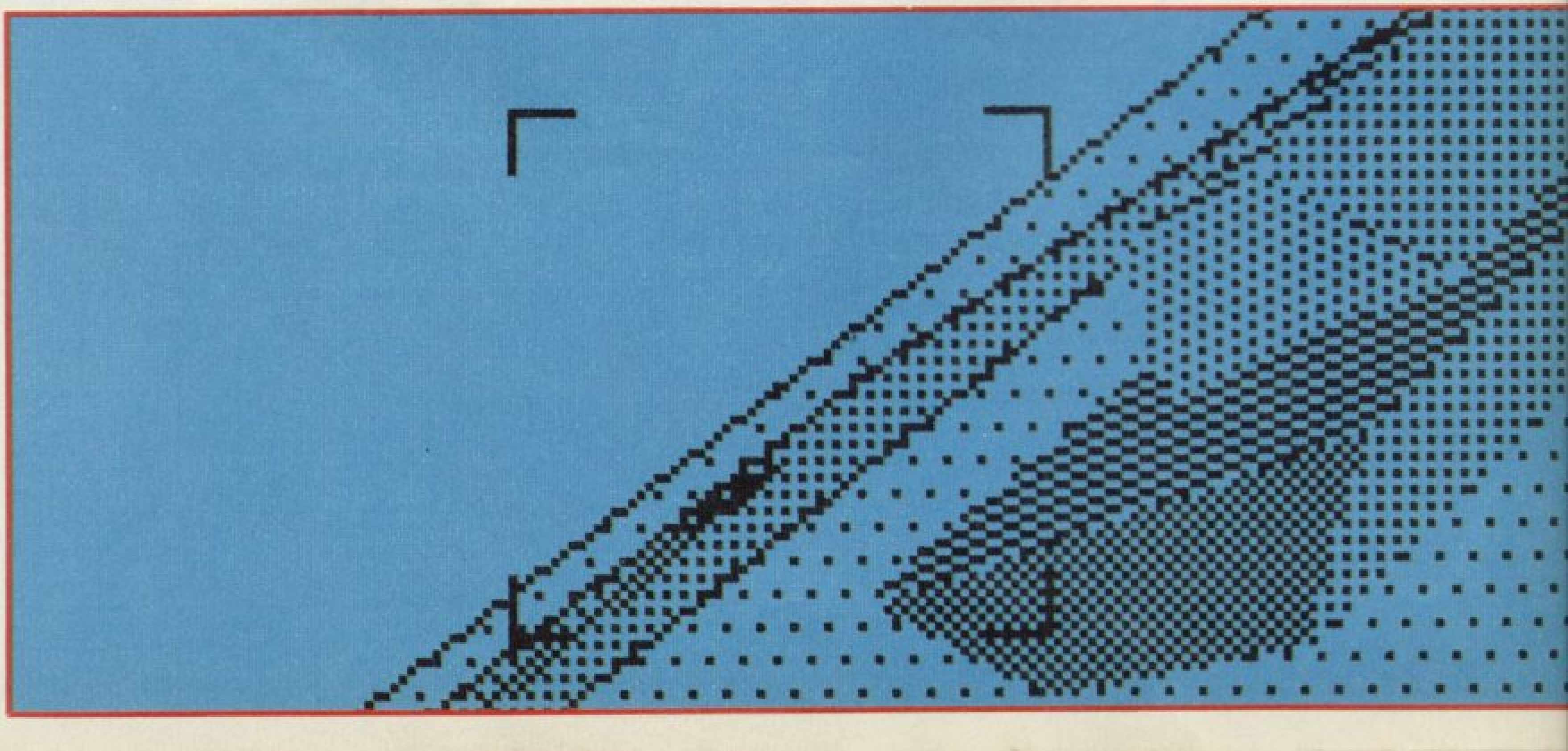
The command centres are the centre point of the island. Who the island belongs to depends on who's got a command centre on it. If the enemy has got one on an island you want, you can either blow it up and build your own one, or throw in a virus bomb, killing all occupants. Then you can take over.

The whole game is viewed in solid 3D, just like the Freescape games, though much faster. The feel of the 16 bit graphics has really been captured, right down to the polygon generated explosions.

The game is controlled via a pointer and a series of well defined icons, just like the 16 bit versions, substituting the keyboard for the 2nd mouse button.

Looks like **Carrier Command** is going to be a real biggee this Chrimbo. Watch out for a full review next ish.

Streetdate: Christmas
Price: not yet finalised



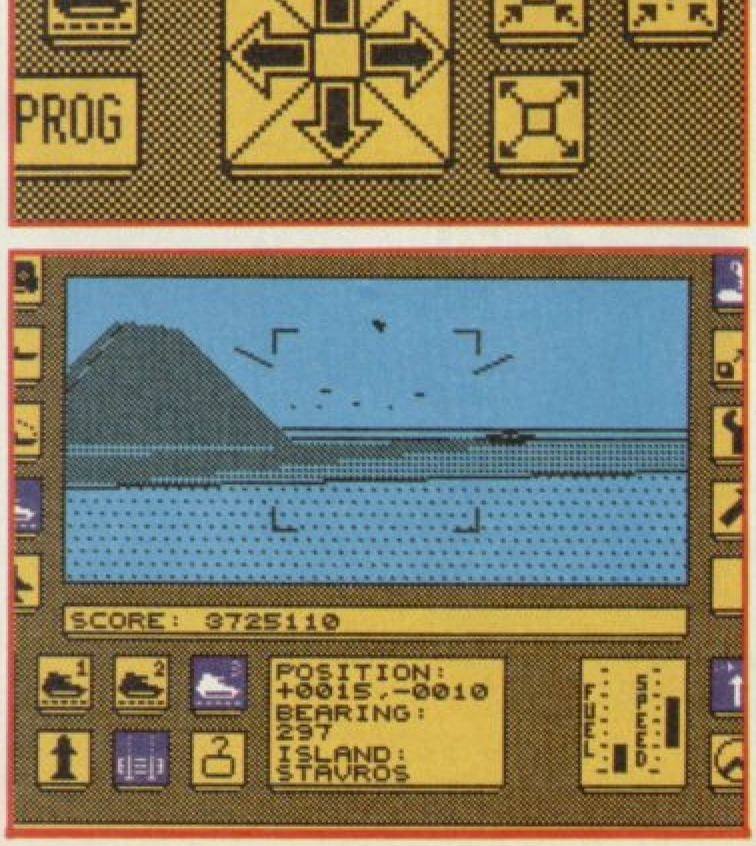
# MMAND












# HELL

PREVIEW 2

**Remember the Whirlybirds? No of course you don't. You'd have to be as old as Taylor to remember that one. It was all helicopters and Chinos and cheesy grins. Well, if you like the sound of it, Martech's newey, Hellfire, which doesn't look even the slightest like US Gold's impending Thunder Blade.**

**Taking to the air in your Supercobra combat helicopter, you've got to skim all sorts of enemy terrain blowing things away. Doesn't look too shabby.**

**Streetdate: November.**
**Price: £8.95**



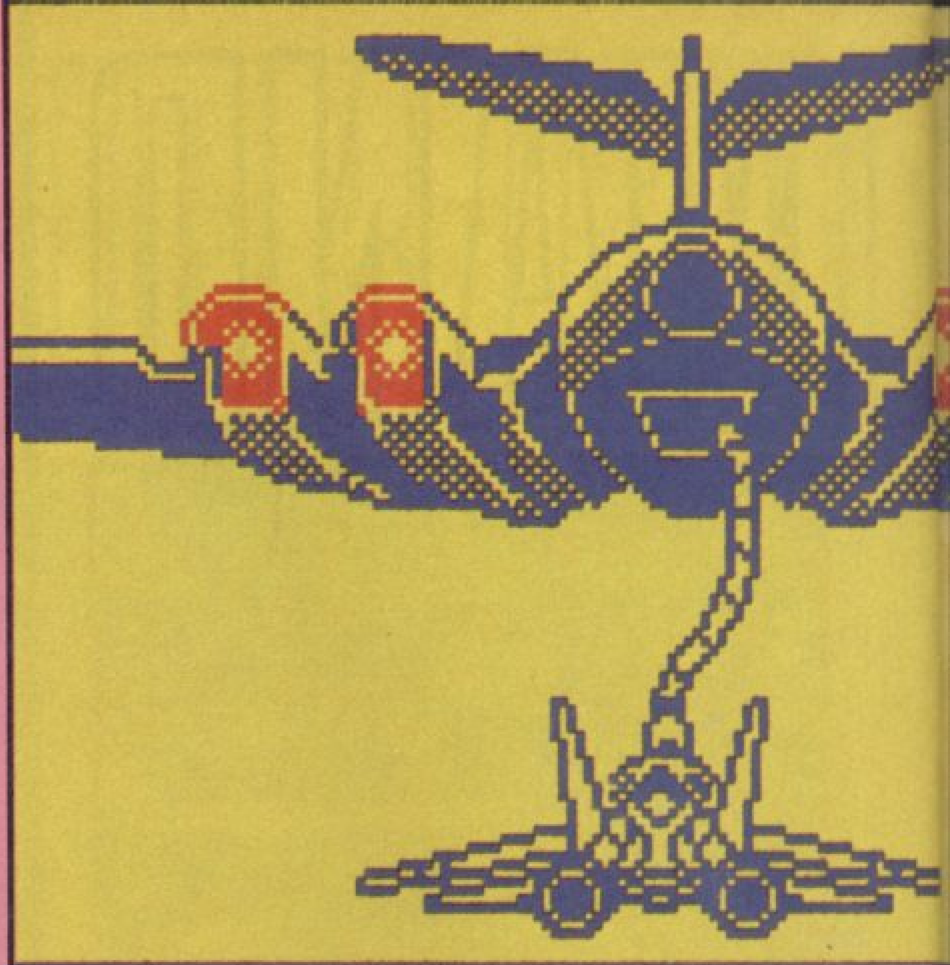




# FIRE

# F-14 After Burner

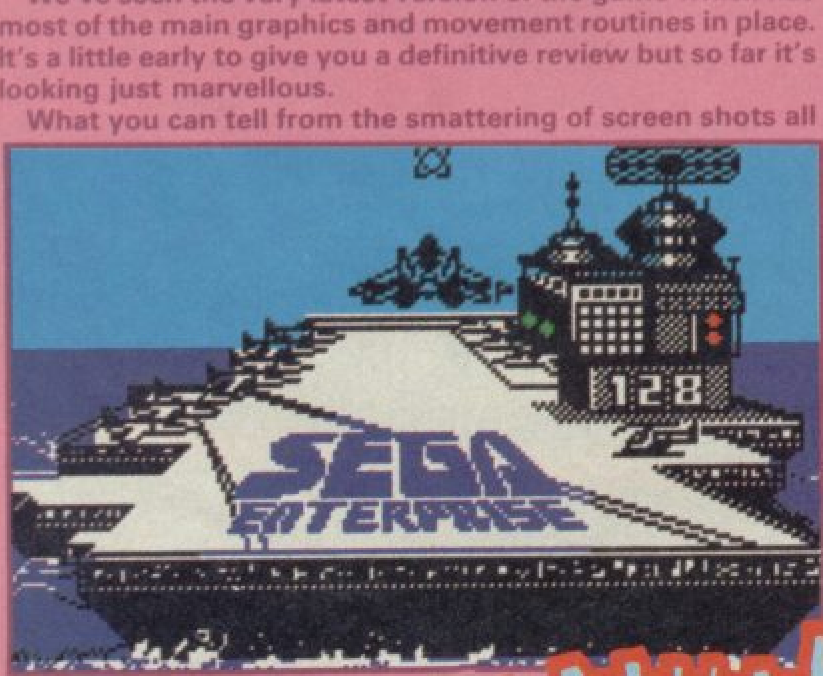
AERIAL ARCADE ACE



OK this is the big one. Afterburner. The only serious competition to Operation Wolf (with Double Dragon as a marginal outside bet) for number one at Christmas. . .

We've seen the very latest version of the game which has most of the main graphics and movement routines in place. It's a little early to give you a definitive review but so far it's looking just marvellous.

What you can tell from the smattering of screen shots all over this page is that the graphics are large (thank God) and strongly reminiscent of the original. Sure, you only get two colours but colour clash on Afterburner would have been disgusting – you get used to it.




But, there you go. We've all seen pretty graphics on the Spectrum – what happens when you try to move them around the screen, judder, judder, judder? Nope. The graphics you see in these pictures hurtle around the screen at an astonishing pace – this could be the fastest 3D flying game on the Spectrum.

You can even, authenticity upon authenticity, perform the legendary 180 degree roll by pushing the stick hard left, followed by hard right – well theoretically. Actually its so difficult we nearly broke our joystick trying to hack it.

So far so good, nice graphics, fast and authentic – wonder how they'll make the Speccy spin round and round.

Our breath is baited and our fingers are crossed.

Streetdate: Nov/Dec
Price: £8.95



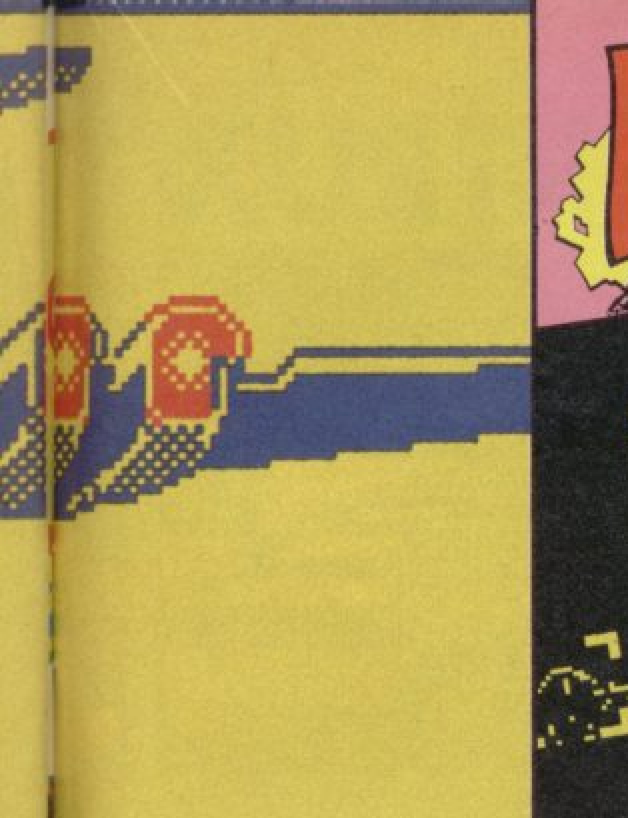
# Preview

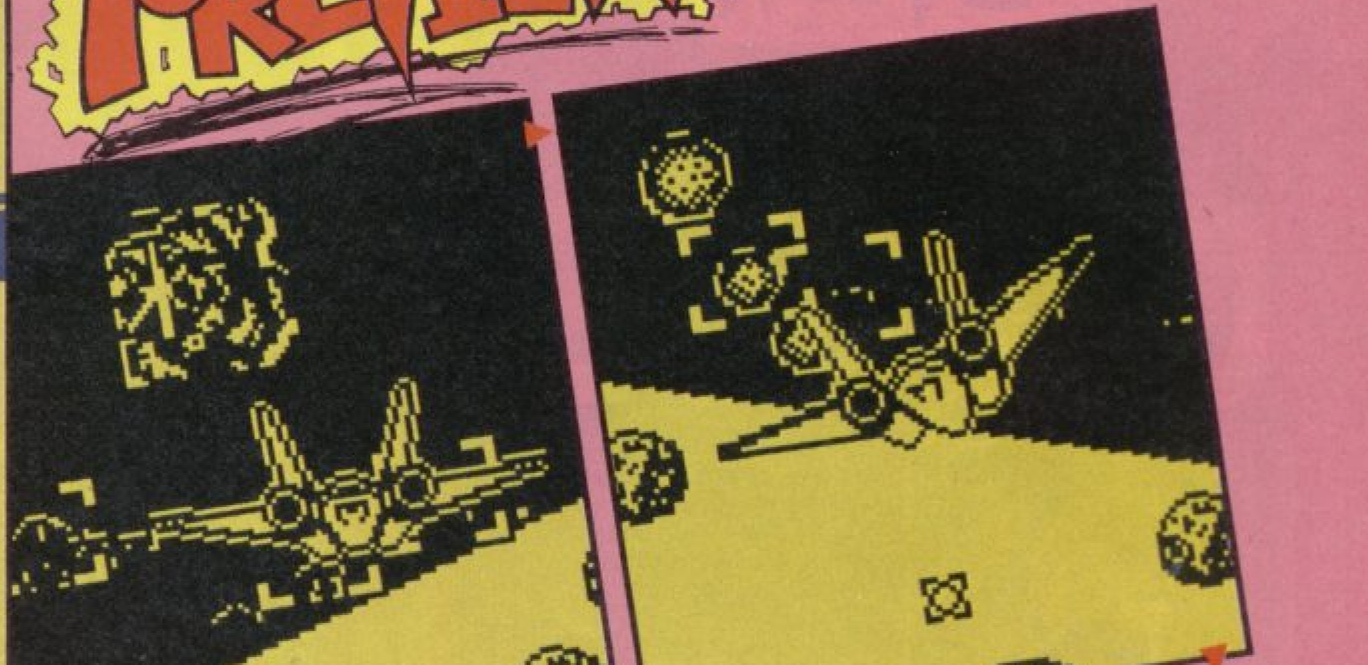


Holy licensing deals! The caped crusader, the winged wonder, the masked miracle himself is back BACK BACK! Batman – The Movie has been tied up by the Ocean boys for release in the New Year. Anyone who remembers the previous game will be in for a bit of a surprise. Far from following the standard path and churning out another, slightly enhanced version of the first program, Batman II will look completely different.

For a start, the screen presents itself like a cartoon, with screens overlaying each other – a bit like Dan Dare in effect. Guiding Batso around the locations (Batcave, Joker's hideout etc) he's got to collect all the objects which are lying around and use them to undermine the bad guys' plot to destroy Gotham City.

# PREVIEW







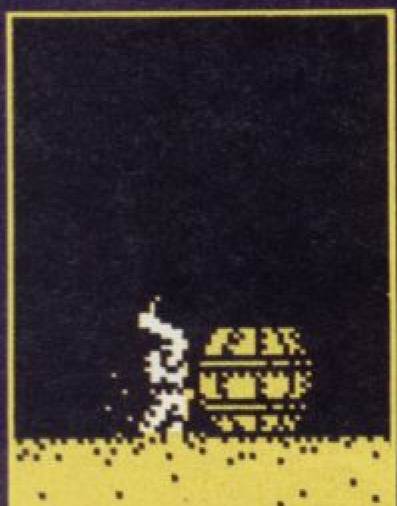
# BATMAN

While it might look like standard arcade-adventure fare, we have a sneaking suspicion that it's going to be very good indeed. The film, too, looks like a corker with "Mad" Jack Nicholson playing the role of the Joker. Stacks of SFX and bad gags are promised.
Streetdate: December
Price: £7.95

# PREVIEW

# CIRCUS





**Roll up Roll up indeed for another Martech voyage into the bizarre. Always had a moderately peculiar angle, have Martech games. Geoff Capes Strongman? Cosmic Shock Absorber? Tarzan? Slightly squiffy in an endearing sort of way. Circus Circus is just the same.**

**Its a simulation (?) of the various acts you'd find in your common or garden Chipperfield. Lion taming, high diving, trapeze work etc etc.**

**You've got to take the role of each performer for each event, and "do" their act as well as possible. It has to be said that the price of doging an event is pretty high. Should you inadvertently insult a lion with a wayward flick of your whip, you'll find one of them chasing after you in the most unforgiving manner.**

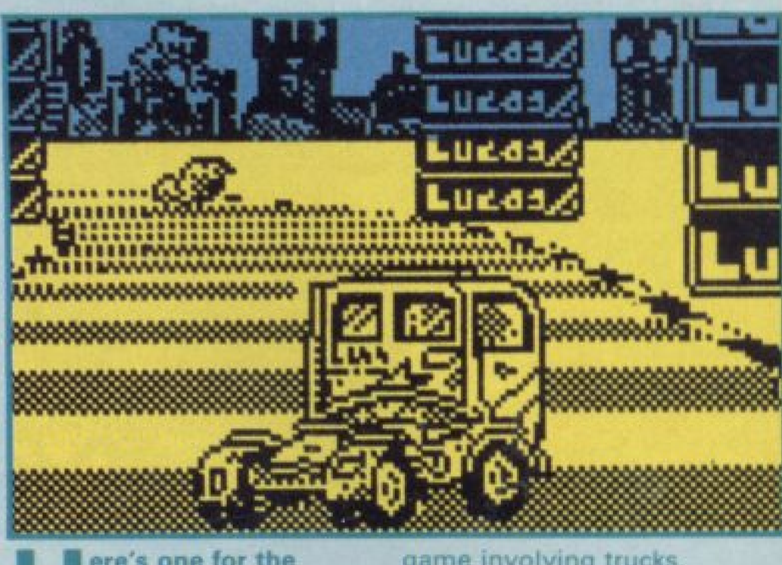
**Failure to judge the trajectory in the Human Cannonball section leads to a sticky state of affairs too. And heaven help you if you're unlucky enough to misjudge the enormous fall into the bucket of water in the high-dive. Spinal paralysis a go-go!**

**Graphically pretty reasonable looking, Circus Circus has definitely high novelty value, and it should be in the shops before Xmas.**

**Streetdate: Nov/Dec**
**Price: £8.95**



# SUPERTRUX




**Here's one for the Yorkie lovers. Supertrux** from Elite. They wouldn't tell us anything about it apart from the fact that it's a 3D racing game involving trucks. Phew! We couldn't have guessed.
Streetdate: December
Price: Unconfirmed

# MUNSTERS



**Ooer, shiver and shake in your boots and go and hide under the bed, here comes a bunch of real creepy frighteners. . . actually, you can come out now because they're not creepy at all, in fact, they are that family of rather cuddly wuddly weirdos called the Munsters, who originally appeared on our tellys**

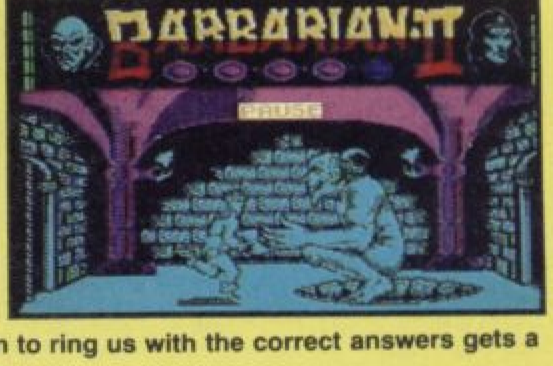
A



B

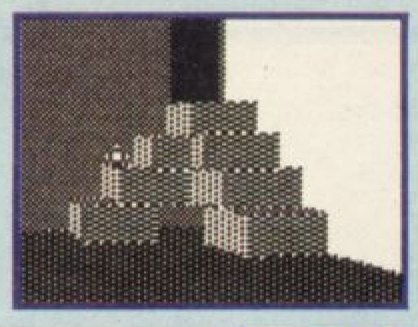


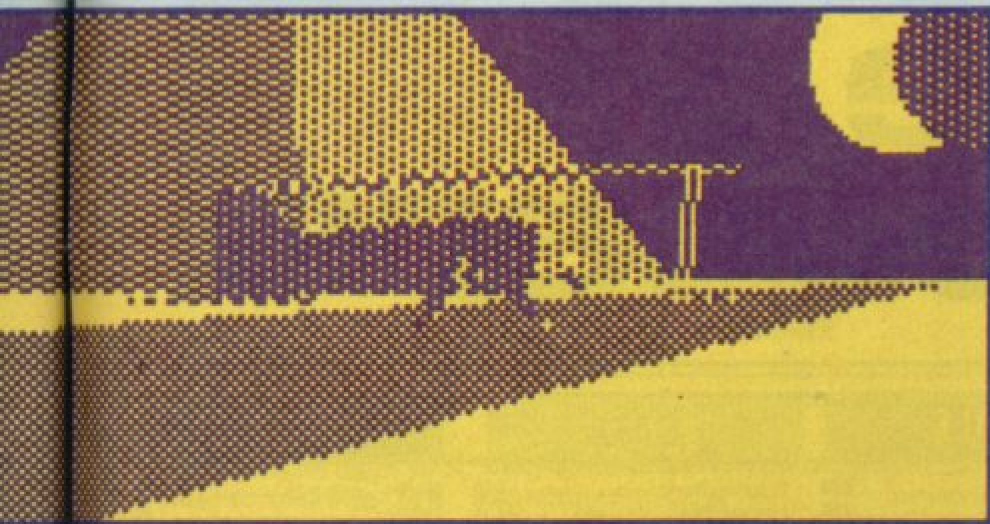

C




Bumper Mystery Screenshot time! See if you can name the games shown here. First person to ring us with the correct answers gets a packet of M+M's (it's that M+M feeling). We've already done one for you over there►►►

# TOTAL ECLIPSE





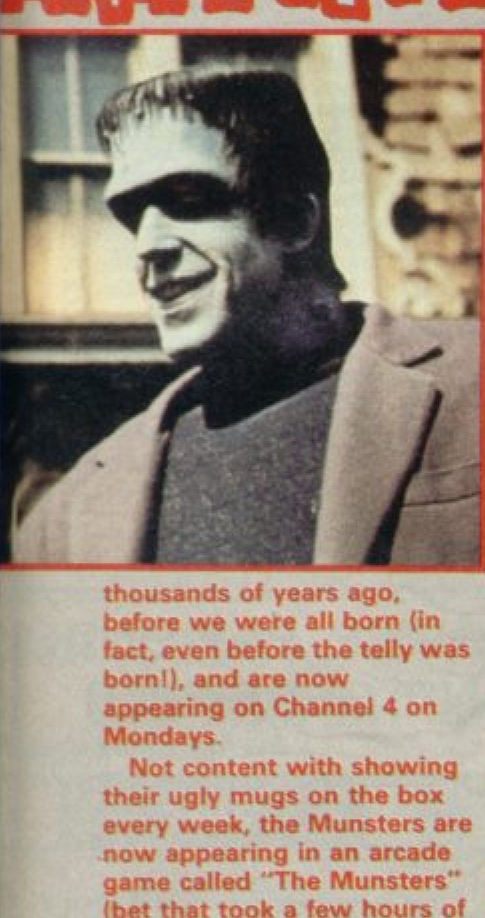
Talk about something or other being the mother of invention. What do you do with a graphics system that is brilliant at representing 3D graphics shapes but hopeless at more interesting objects? Simple. You write a game set in a place where the only shapes are really basic triangular things like. . . Egypt!

Well, okay. I'm being a bit churlish. Most of the action takes place inside the pyramids and Total Eclipse looks like being the most playable game in Incentive's Freescape series, with some marginally less convoluted puzzles.

Stuck back in the 1930's with a fuel-less bi-plane, you've got to somehow (your guess is as good as mine) prevent the moon eclipsing the sun which will bring on the end of the world for various obscure Egyptian reasons.

Check out the picks. Probably not one to buy if you've already got the other two.

Streetdate: November
Price: £9.95/£12.95

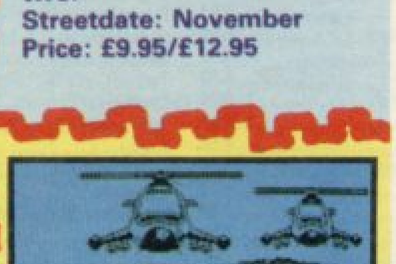


thousands of years ago, before we were all born (in fact, even before the telly was born!), and are now appearing on Channel 4 on Mondays.

Not content with showing their ugly mugs on the box every week, the Munsters are now appearing in an arcade game called "The Munsters" (bet that took a few hours of head scratching to think up). It is available for the Spectrum from a company called Again Again, and it's their first venture into the wild and wacky world of computer games – so it better ruddy well be a good one.

Unfortunately, we don't have any screen shots of the Munster game to show you, as it happens we know very little about this game at all – but we'll keep you posted, so for the moment you'll have to settle for a couple of rather fetching piccies of Herman on his own looking pretty hunky we think, and one of Hermie with his beautiful family.

Streetdate: mid-November
Price: £9.99



FIRE + FORGET

# Castle Computers

## SALE

| | |
|---|---|
| Action Force 1 | 3.00 |
| Ace of Aces | 2.50 |
| Alien Syndrome | 6.00 |
| Astro Clone | 1.00 |
| Aufweidersehen Monty | 2.50 |
| Armagedon Man | 2.00 |
| Action Force II | 6.00 |
| After Burner | 7.00 |
| Alternative World Games | 6.00 |
| The Big Sleaze | 2.00 |
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| Black Lamp | 3.00 |
| Buggy Boy | 5.00 |
| Bionic Commando | 6.50 |
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| Barbarian (Phsynosis) | 6.50 |
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| Cosmic Shock Absorber | 75p |
| Crosswize | 2.50 |
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## SALE

| | |
|---|---|
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| Dandy | 1.00 |
| Enigma Force | 1.00 |
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| Grid Iron | 2.00 |
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## GREMLIN'S "WHAT TO SAY TO PEOPLE WHO DRONE ON ABOUT 16 BIT ALL THE TIME"

1) Bet you can't get a Kempston Interface for it . . .
2) Yeah but naff games on the Spectrum are two quid and naff games on 16 bit are 30 quid . . .
3) If I wanted to listen to sampled sound I'd play the Pet Shop Boys
4) Yeah but it must be harder to copy the software
5) At least Spectrums don't look like a Sainsbury's check out machine
6) If I wanted a mouse I'd go to a pet shop
7) Yeah but there's no educational software for the Spectrum
8) Yeah but attribute clash goes great with all my Acid House records
9) . . . and the Spectrum loading noise sounds like my Acid House records . . .
10) . . . but who wants a computer that comes in the same colours as toilets?

# LAST MONTH'S COMP

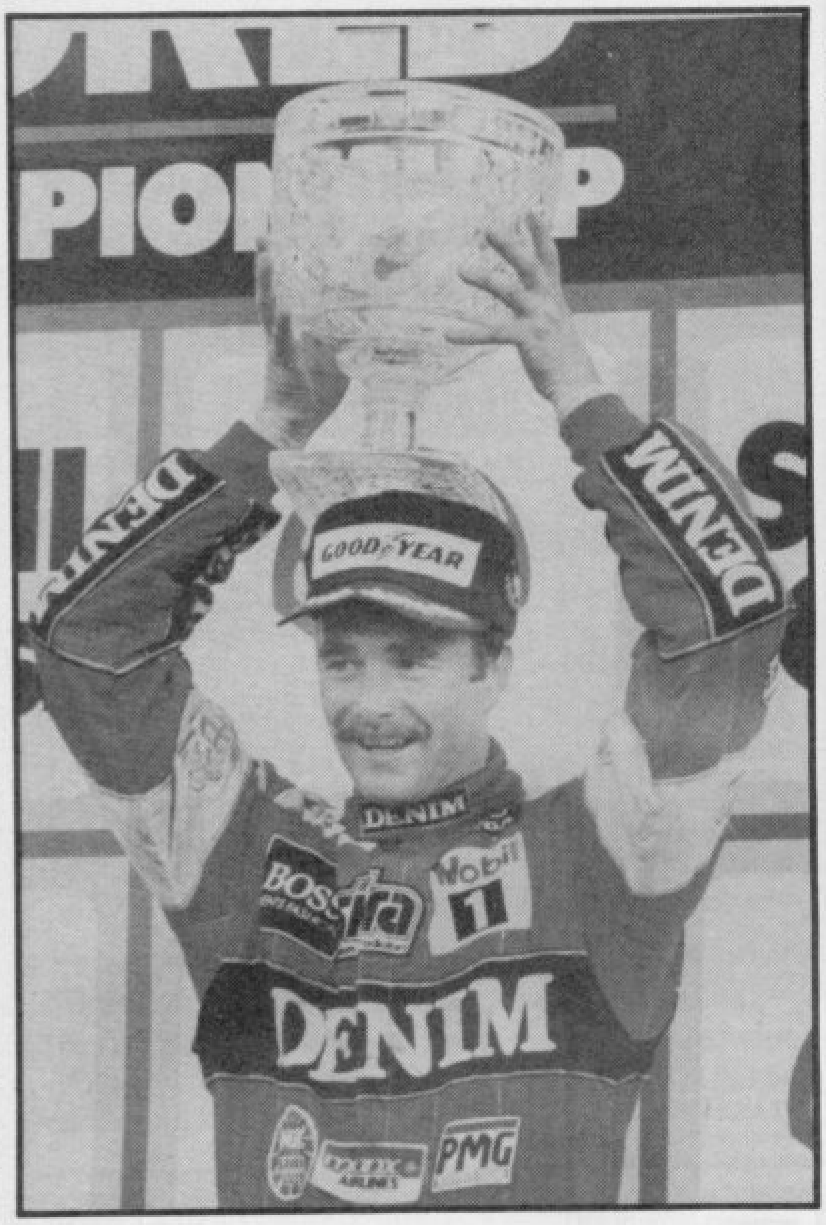
**God. What happened to you? Last month's entries were dreadful! There it was a smarmy picture of lots of TV people and what did you come up with? Nothing. Much. Maybe it was the postal strike . . . Anyway none of them were worth mentioning and both Jim Douglas and El Presidente came up with offerings which were much funnier – alas completely unprintable. Gremlin thought of (in ten seconds I might add) ". . . and this week in Blue Peter 'how to go shoplifting' ". So nobody is getting any money this month because Gremlin's was funnier. Ha! Next time we want something really funny or you'll have to start paying us.**




## GREMLIN'S SEND IN YOUR LAWYERS BOYS CORNER

In this new regular feature Gremlin counts the number of advertising pages in a well known computer magazine and correlates them with the amount of editorial which is ridiculously favourable to the company that's placing all the adverts.
This month we look at:
*(Aaaaarrrrrggghhhhhh No No No No No we can't do this aaaargh I'm stopping this feature right now – let's do something on the SAS in Gibraltar it's safer. Phew. GT)*





# Gremlin

## Caption Competition 23

So. Something nice and easy this month. Look at Nigel Mansell. It looks like he is wearing the cup on his head. Twenty whole pounds to the person who comes up with something which raises at least half a chortle. You've got exactly the same ridiculously short amount of time as ever. Any entries that manage to mention the phrase "I'm a little teapot and short and stout" will be given special favour.

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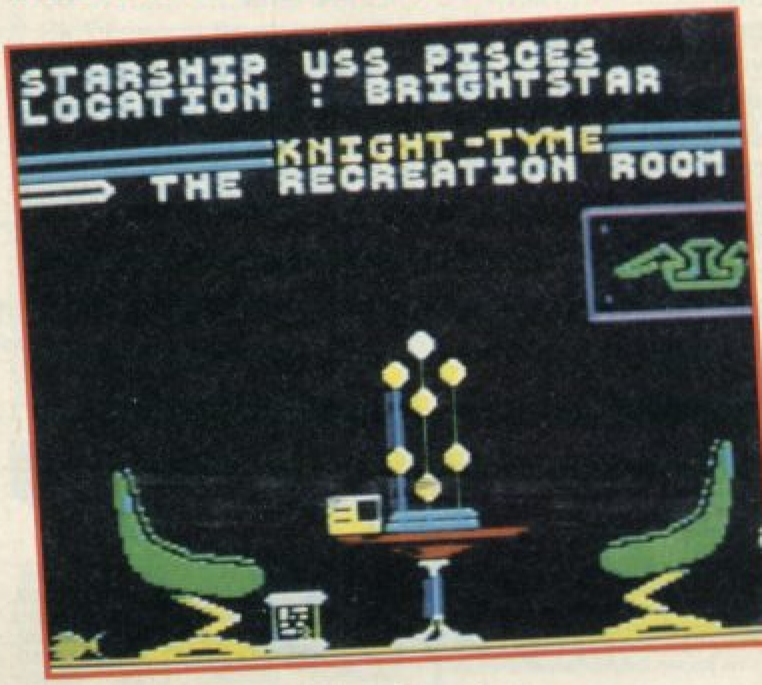
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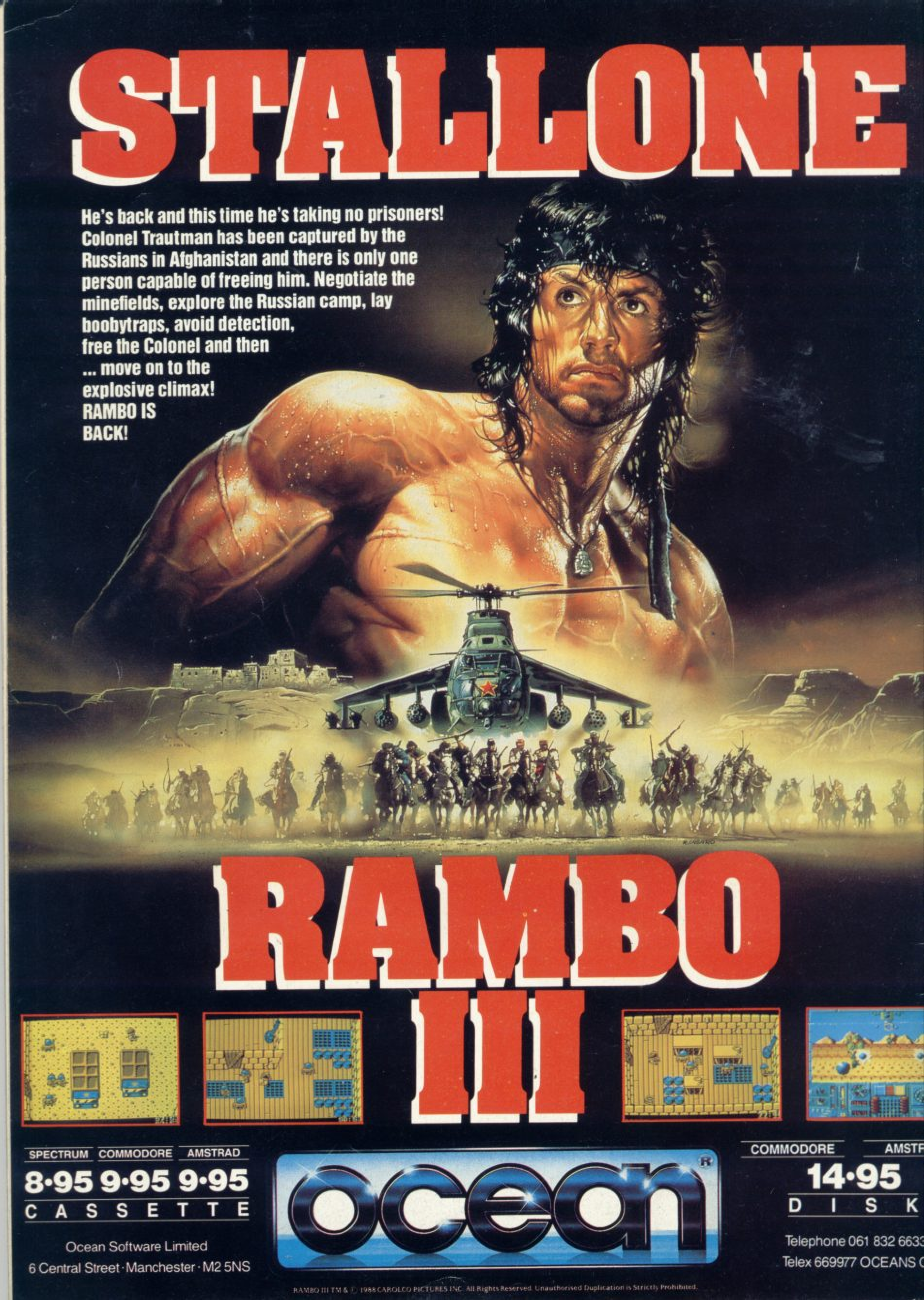
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